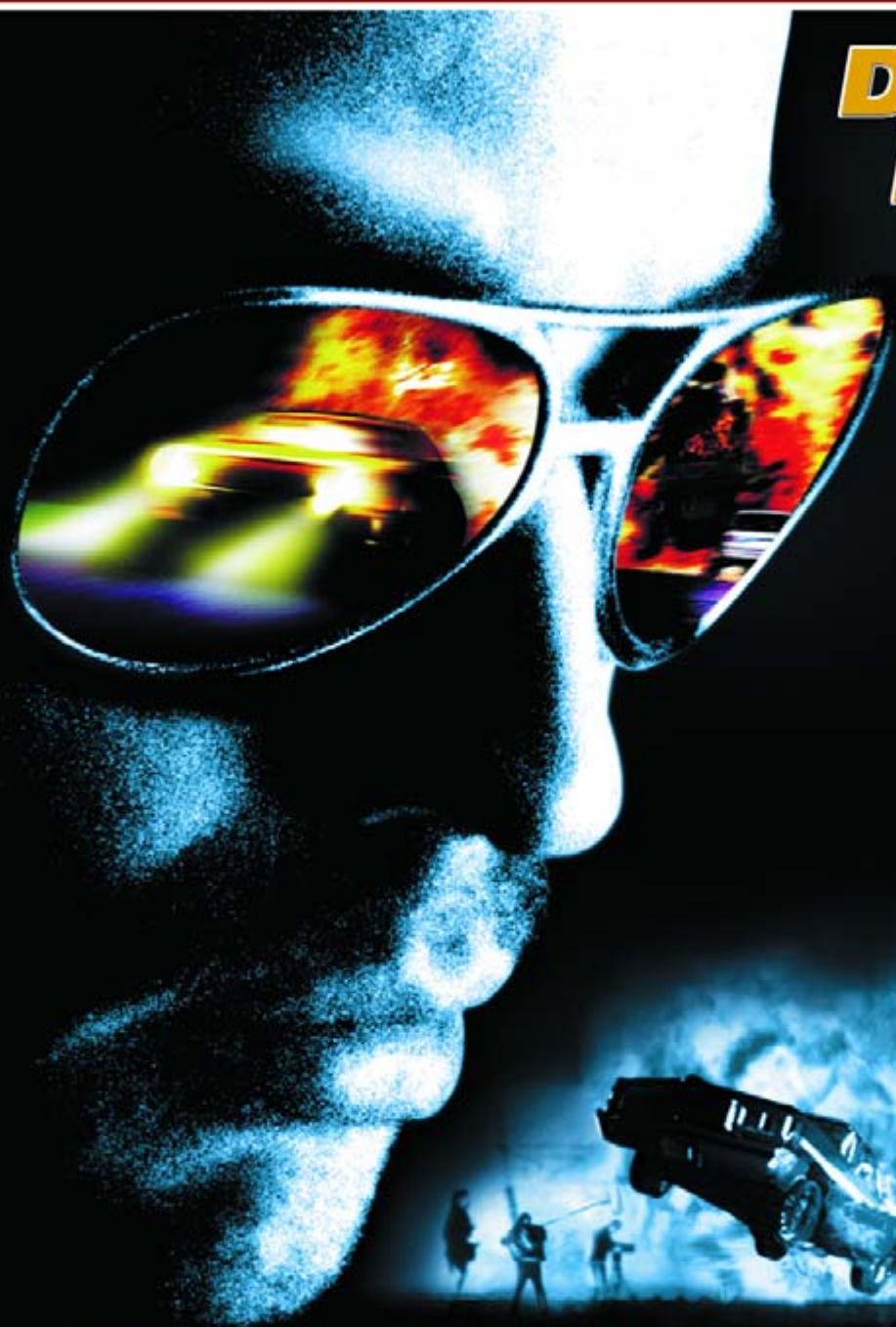


**DETAILED
MAPS!**



STUNTMAN★

FROM THE CREATORS OF THE BLOCKBUSTER SERIES "DRIVER"

This game has received the following rating from the ESRB



David S. J. Hodgson

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ATARI

STUNTMAN

PRIMA'S OFFICIAL STRATEGY GUIDE

David S.J. Hodgson

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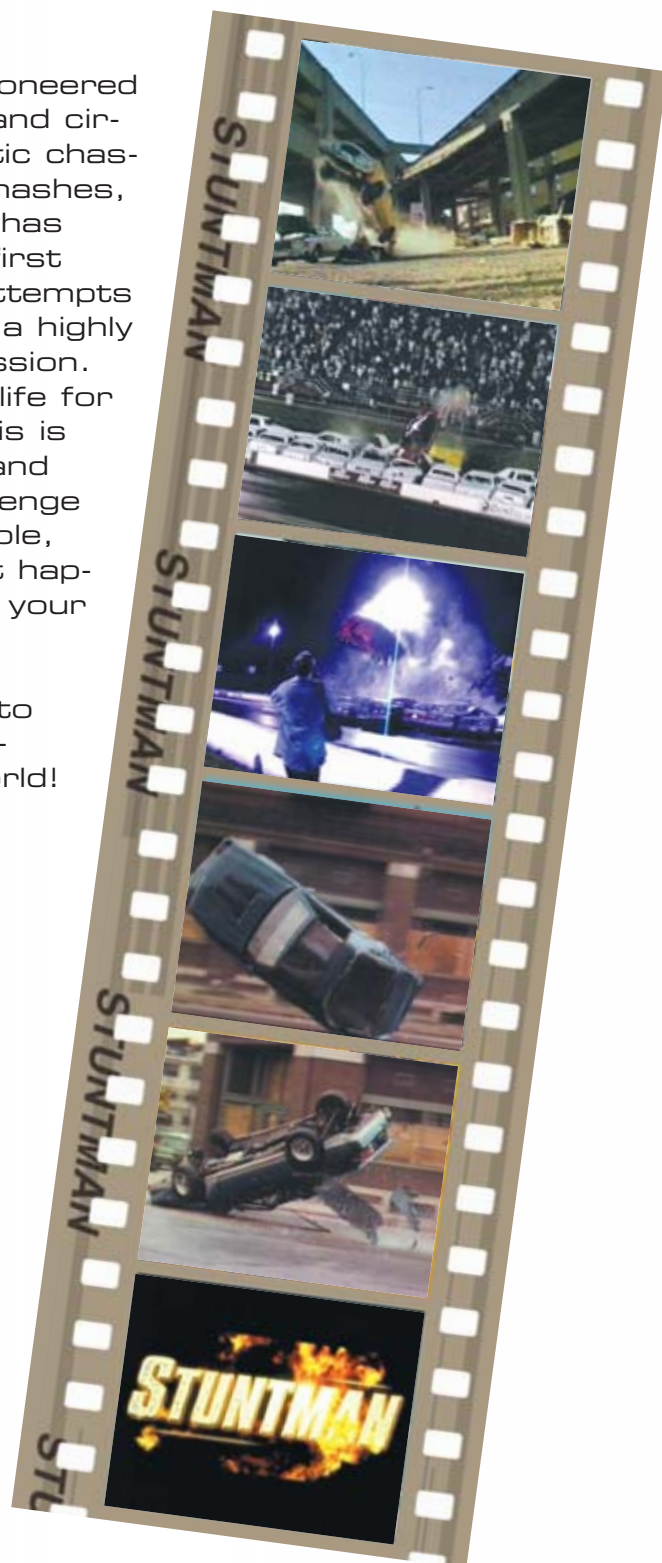
The Stuntman's World

BEHIND EVERY GREAT MOVIE STUNT...

The stunt performer's profession was pioneered by the daring and ingenuity of acrobats and circus acts. Public demand for more realistic chases, crashes, smashes, and explosions has caused those first rudimentary attempts to evolve into a highly trained profession. This is not a life for the timid. This is where men and women challenge the impossible, and make it happen before your eyes...

Welcome to the stuntman's world!

The Stuntman's World



Driving Lessons—Training

THE WRECK ROOM

Congratulations on starting your stunt-based career, young daredevil! In the following pages, we'll run through the various methods for controlling the different vehicles. Learn how to look for racing lines, how to take sharp corners without slowing or spinning out of control, and discover everything else you need to know before donning those leathers and helmet and risking your life for the ultimate scene of destruction!

Initial Stuntman Contact



Once you've booted up the game, you're presented with a comprehensive Main Menu with six choices: Stuntman Career, Stunt Constructor, Driving Games, Load Game, Set Up, and DVD Extras.

Stuntman Career



This is where most of the action takes place. This mode lets you progress through six different movies, each with three to five scenes to perfect. Each stunt contains multiple steps.

You can Continue a Career you previously saved, create a New Game (this is where cheat codes are entered, too!), view previous movie scenes in Filmography, and finally, check your grand Ranking.



Stunt Constructor



The Stunt Constructor (featuring "Awesome Stunt Mayhem!") is an open-ended feature that lets you design a stunt course. As you progress through Career mode, extra vehicles and objects ("toys") are awarded, so complete a few movies to gain items to place around the arena. The "Stunt Constructor" section covers this.

Driving Games

The Driving Games should be completed during and after Career mode. You have a choice of three modes: Precision, Speed, and Stunt Tests. Precision Tests have you weaving your car through cones in various directions. Speed Tests have you racing around movie locations without stunt interference. Stunt Tests have you collecting 10 tokens in a small, toy-filled arena. All the available Training levels are detailing in the "Driving Games" section.



NOTE

Initially, only Precision Test 1 is available. If you complete this, you can play Precision Test 2, and each subsequent completion opens the next Precision Test. Speed Tests become available once each movie has been completed; one track for each film. Stunt Tests open only after you complete the Career mode.

TIP

The initial Training Car is a banged-up jalopy with terrible steering. To earn exceptional scores in Driving Games, choose a fast sports car awarded during the sixth movie, *Live Twice for Tomorrow*. This makes almost all the Training levels much faster and easier.

NOTE

When you choose your car in Stunt Constructor and Training modes, notice the locked doors covering vehicles not yet accessible. Make these available by completing movie scenes. Look for a complete list in the "Inventory" section.

STUNTMAN

Driving Lessons—Training

Load Game



Load Game allows you to load previously saved games, and continue Stunt, Constructor, and Training modes. You can save up to six games. You must have a Career functioning to save a game.

Set Up

This lets you change the Music, Speech, and Effects Volumes to your desired level, turn Vibration, Subtitles, and an Auto Reverse Camera “On” or “Off,” position the screen on your television, and load or save a Config file.



DVD Extras



Finally, before the game begins, you can chart the inception of the game from the E3 trade show in 2001 to Newcastle, England, and the development house responsible. There's a rolling demo of game footage, a TV commercial, an interview with Vic Armstrong (movie

stuntman extraordinaire) and Tommy “Trubble” (car-leaping legend) who helped with the game's authenticity. Also get a peek at Driver 3 and trailers for the games Superman and Splashdown.

Start Your Engines!

Steering Column—How to Control Your Car



To become an extension of your car's steering, familiarize yourself completely with the controls.

D-PAD AND LEFT ANALOG STICK: LEFT AND RIGHT



Use the D-pad or the left analog stick to turn the car left (←) and right (→). The faster you go, the greater the chance of a skid if you turn sharply.

The left analog stick is the preferred way to steer, as you can “flick” it left and right, turning slightly and in increments. The D-pad is less precise.



RIGHT ANALOG STICK: BRAKE AND ACCELERATION



Shifting the stick forward (or ↑) increases your car's speed. Shifting the stick backward (or ↓) employs the brakes. The analog stick lets you brake and accelerate in subtle increments. However, the stick's position makes E-Brake turns difficult, so using it for the car's gas pedal is not recommended.

×: ACCELERATE

× is much better for your acceleration needs. The harder you press the button, the more acceleration you get (this is shown on the screen's bottom right corner). It's adjacent to the E-Brake (●), making it easier to use for quick slides around corners.



■: BRAKE



Likewise, ■ is best for braking. How severe the braking is depends on how hard you press the button. If you jam on the brake hard, you may lose control, while tapping the brake allows you to swerve around corners without too much slowing.

▲ AND/OR ●: E-BRAKE



The handbrake, also known as the E-Brake, usually locks your vehicle's back wheels to place you into a skid. This slide's severity depends on the strength of the button press. Combine this with a turn to skid the car around 180 degrees. ● is preferred for its position next to the accelerator.

[L1]: ACTION BUTTON

[L1] is used only in specific situations, indicated by a "stunt" icon. Drive your car over the icon, and then press the button. It's also used in the Stunt Constructor to launch the self-propelled projectile car. Your car then does one of the following maneuvers:



NOTE

[L1] fires a shot in the last Scarab of Lost Souls. In some of the Live Twice for Tomorrow stunts you use it to dive out of the car.



Cannon Roll: If the stunt calls for your car to flip through the air, it Cannon Rolls out of control. This is usually done at the end of a level for a spectacular finish.

Nitro Boost: If the stunt calls for you to leap a massive gap (such as a ravine or a group of cars), the car accelerates to higher-than-normal top speeds. Steer to a nearby ramp to make this dangerous jump count!



[R1]: HORN



Sound your horn if you wish, but this doesn't affect the scene (the sounds will be edited out later, anyway). However, you can listen to each vehicle's horn each; if you're driving a police car, the siren sounds constantly until you switch it off.

[L1] OR [R1]: LOOK LEFT OR RIGHT



Press [L2] to see a side view of your vehicle, showing you in the driver's seat. Press [R2] to see the vehicle looking right. These views aren't used much, but you can check side roads or oncoming car locations if you wish.

[L1] AND [R1]: REAR VIEW

Pressing [L2] and [R2] together results in a rear view. Use this to reverse, such as to back into a group of cones. Note that steering is not reversed in this view. In Setup, you can change the camera to automatically look behind you if you reverse, although either method works well.



With reverse view and traveling forward, a left turn moves your car left, but it looks right in your viewpoint. Remember this!

With reverse view and traveling backward, a left turn moves your car backward and to the left, although this looks right in your viewpoint.



START : GAME PAUSE



During the game, press [START] to halt your progress, allowing you to take a break. You can then Continue the stunt you're trying, Restart it, Select Car (Training modes only), View a Replay, enter the Setup Menu, or Exit back to the Main Menu.

STUNTMAN

Driving Lessons—Training

SELECT: VIEW CHANGE



The game offers three different viewpoints. The default view is third-person perspective, behind the rear bumper. Use this at almost all times, as you need to see the car's sides to gauge gaps and to know when you can turn into and out of a yellow scoring zone.

Press **SELECT** once to move the view inside the vehicle, looking out over the dashboard and hood. It can be interesting to check each car's speed dials, but it's realistic enough that the hood and chassis obscure the road ahead.



The final viewpoint is the first-person perspective, from just above ground level at the front of the vehicle. Your vehicle is essentially invisible (meaning you won't see it in the rear-view mode). This view is useful for gauging gaps where the third-person view makes it hard to

see, such as when the car is obscuring the stunt ahead, or when looping stunt loops.

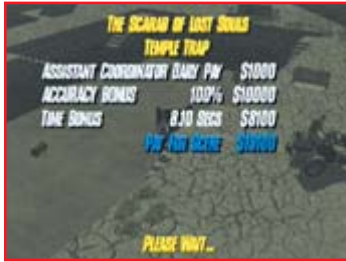


Game Display

Above, is a screen from the in-game stunt action of the movie classic, *A Whoopin' and a Hollerin'*. Around the screen are various pieces of information; notes on each of them follow:

- Score Bar.** Shows the progress of your stunts throughout the scene. Each time you fail a stunt, the segment signifying it changes to red. This driver has failed one stunt so far.
- Completed Stunts.** Shows the number of stunts completed, in the order attempted. The more difficult or important a stunt is, the larger the segment.
- Stunts to Complete.** Shows the remaining stunts, letting you check how far through the level you are. This driver has around two thirds of his stunts remaining.
- Passing Meter.** If the total number of completed (green) stunt segments matches or surpasses this marker, then the stunt is deemed a success, and you are paid. If it is short of this mark, you must begin again.
- Bonus Car Meter.** If the total number of completed (green) stunt segments matches or surpasses this, then you are awarded all bonus vehicles for this scene. These can then be used in Arena or Training modes.
- Bonus Toy Meter.** If the total number of completed (green) stunt segments matches or surpasses this (usually requiring 100 percent completion), then you are awarded all bonus toys for this scene. These are ramps, specials, or smashable objects used in the Stunt Constructor.
- Current Stunt Icon:** This shows the stunt you are currently attempting—"Get close on the left side of the vehicle." If the stunt is completed, this icon turns green and a segment is filled. If the stunt fails, this icon turns red, and a failure segment is filled.
- In-Game Icon:** This shows the actual stunt you are attempting, in the game. In this case, you must scrape past the left side of the truck.
- Additional In-Game Icon:** More than one icon can be in play at once. In this example, you have to chase a lead car throughout the scene, in addition to completing stunts. This icon is removed and added to your segments once the chase is over.
- Car Damage:** This shows the total damage your vehicle has sustained. Note that the bar fills from left to right and isn't damage specific (so the red damage indicator doesn't show a damaged hood).
- In-game Car Damage:** As you can see, this car is taking a beating from both sides, and the impact is shaking loose the rear license plate. You can tell your car is damaged when pieces fly off it! This doesn't affect how the car drives until you wreck the vehicle and the stunt is over.
- Time Countdowns:** Sometimes two clocks are running in a scene. The top one shown here displays how many seconds you have left before you must move through a checkpoint. Fail to reach one, and you run out of time. The bottom one (not shown) shows how long the entire stunt has taken.
- Tachometer:** The red needle shows your engine's rpms. The farther right, the higher the rpm.
- Acceleration:** The yellow curve of segments shows your acceleration. Yellow indicates hard acceleration. Green indicates medium acceleration.
- Braking:** The red curve of segments (empty here) shows your braking. The number of red segments indicates how hard you are braking.
- Speedometer MPH:** This shows your current speed in miles per hour.

Making Cash with a Crash



The pay system in Stuntman allows you to charge increasingly outrageous sums of money for your stunts as your fame spreads. The amount you can charge, and your official title, is based upon the total cash earned, as shown in the following table:

| RANKING | REACHED AT | PAID |
|-----------------------|--------------|------------------|
| Rookie Stuntman | Career Start | \$200 Per Day |
| Professional Stuntman | \$3,000 | \$600 Per Day |
| Senior Stuntman | \$12,000 | \$1,200 Per Day |
| Lead Stuntman | \$50,000 | \$3,000 Per Day |
| Assistant Coordinator | \$150,000 | \$6,000 Per Day |
| Coordinator | \$350,000 | \$12,000 Per Day |

You get paid at the end of each successful scene. It doesn't matter how many takes you needed to complete the stunt. Maximize the money you earn by progressing through the ranks. Earning 100 percent accuracy also increases the payout, as does the time bonus—the seconds left after you finish. The more seconds, the more money!



THE STUNTMAN WORLD CHAMPIONSHIPS



Gain some amazing bragging rights for a stunning Stunt career. Money doesn't unlock anything, but it counts as a high score. Once you finish the Career, check your score and input the code number given to you at <http://www.stuntman-game.com>.

This shows the world ranking; the more money you earn, the better your ranking! You can also input Training mode times and become a world champion yourself—with this book to help you, you cannot fail!

Stunt Iconography

Familiarize yourself with the various icons shown during your stunt attempts. In each scene, the director shouts instructions, and a yellow icon appears ahead of you. React to the icons as follows:



Reverse



Back up immediately from your current location. Press **X** hard, and check your rear view if you wish.

180-Degree Handbrake Turn

This is usually accompanied by a yellow scoring rectangle. Speed into the box, turn sharply in the desired direction (either left or right according to the director), and slam on the E-Brake (**●**), spinning around. Once you've turned completely, accelerate away.



Stop



This is usually accompanied by a yellow scoring rectangle. Head toward the box, jam on the brakes (**X**), and stop inside the box. With hard braking, your car may start to turn, so stop early and steer appropriately.

Narrow Gap

This could be a space between two cars, a building and an obstacle, or two advancing tanks! Shoot through the gap without touching either side.



Jump



This usually appears at the end of a ramp or edge. Point your car in this icon's direction, and speed through it, usually across a gap to the ground on the other side.



Get Close To



This is sometimes accompanied by a small circular yellow score zone. Head toward the target, passing it on the side with the icon. If you're too far from the icon, your stunt fails.

Hit

These plentiful icons require you to strike objects—boxes of bananas, crates, or even the corners of buildings—usually head on.



Clip



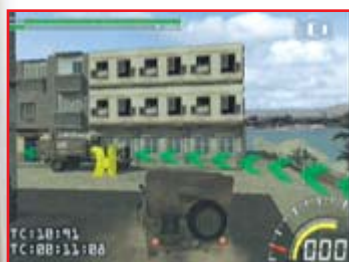
Similar to the "hit" icon, this one instructs you to clip the side of the object rather than destroying it entirely.

Overtake

Accelerate toward the vehicle you are supposed to overtake, and move around it, staying close to it. Remember to overtake on the appropriate side!



Sideswipe or Scrape



Similar to the "get close to" icon, this involves slamming against the vehicle in question, scraping against the side, and then pulling away. Either scrape while parallel to the vehicle, or E-Brake, turn 90 degrees, and slide into it.

Explosion

Head into a circular scoring yellow zone as the explosion counter reaches zero. Keep your speed up and stay to one side of the detonation—your vehicle can be thrown about if you drive over the explosion.



Action Button



This usually requires you to fire, use nitro, or Cannon Roll. Head into the scoring rectangle and press **L3** as you reach the icon.

Chase

This icon appears in scenes where you must chase a lead vehicle. The icon appears over the vehicle, and moves with it until the vehicle stops or is removed from the scene. If you're too far away from the icon, it begins to flash. If you lose sight of the car, or it moves even farther away, the scene is scrapped.



Yellow Scoring Zones



Throughout Career mode, in conjunction with different types of stunts (such as "explosion" or "get close to"), a yellow rectangle or circle sometimes appears on the ground. Get at least one car tire inside this zone for the stunt to count.

Checkpoints

At various places throughout each scene, two yellow vertical lines indicate a checkpoint. This shows the number of seconds you have to reach this point (this is also shown in the upper of the two counters in the screen's bottom left). Reach the checkpoint, and the stunt continues.

Remember to pass between the yellow markers!



Leaving the Route Area



Green route arrows show the correct path, but a lack of route knowledge, a driving mishap, or simple confusion can get you going in the wrong direction. The director usually stops the scene. Retake!

Deformable and Solid Objects



Some objects, such as crates and certain buildings, are weakened to allow you to plow through. Other objects, such as lampposts and sturdy buildings, can wreck or halt your car if you hit them. If it doesn't have an icon, avoid it!

Get a Grip!



Compare the two shots above to see that the road surfaces vary greatly. Tarmac has great grip, while sand, mud, and dirt tracks have medium grip. Ice and snow have terrible grip. Compensate for this when you steer and brake.

Undulating Ground



Although your stunt career starts off on relatively flat ground, later movies have you zooming up and down slopes at breakneck speed. Be aware of how bumpy the ground is ahead, and slow down appropriately, especially if heading downhill in a heavy vehicle.

Skipping Stunts

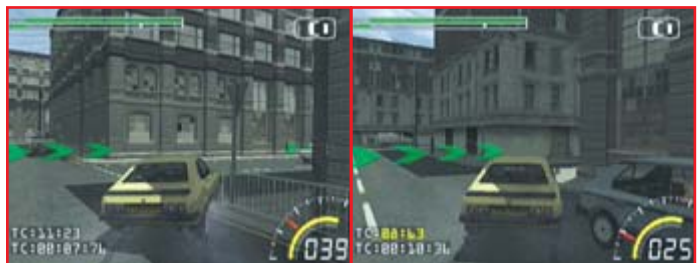


Although you won't score well, become familiar with a level by passing up the difficult stunts. Learn the racing line, then return and perfect the stunts.

The Racing Line



The above three screens show a car racing around a corner, zooming down a narrow alley, and turning right at the end. However, they also show a bad racing line. A racing line should be the best route through a course. In this example, the car turned the corner at a 90 degree angle, swerved around the trash bin, and turned the next corner at 90 degrees.



The above three screens show a good racing line for the same alley negotiation. Instead of turning at 90 degrees, the driver kept to the inside corner, almost hitting the right building wall. He then accelerated and moved diagonally to the left of the alley, just missing the trash bin. Then he moved diagonally right, heading out of the alley and just missing the other right corner. Attempt these maneuvers once you learn the course, and you'll shave seconds off your scene times!

Oversteering, Understeering, and Countersteering



Oversteering means continuing to hold left or right in a turn, after the car should have finished turning. Stop this by countersteering or by easing off the turn earlier.

Understeering is the opposite of oversteering; that is, you've stopped pressing left and right too early, making the vehicle head into a wall or off the racing line. Prevent this by continuing to turn until the car is facing the direction you want. Then accelerate.



Countersteering is the process of correcting an over- or understeer, usually after the car has taken a corner. It's used to regain control and keep a good racing line. In this example, the car is skidding around a corner to the right. To stop it from spinning out of control, the driver turns sharply left (check the front tire position), causing the car to straighten out. Flicking left and right as appropriate allows veteran drivers to take turns at speed. Try this yourself!

Unique Vehicular Handling



The vehicle itself has a major effect on handling. In the two examples above, the Yellow Sports Car has exceptional handling, and can take a corner without braking or easing off the gas. The Tuk Tuk, however, is prone to oversteer. Every scene featuring a new car means relearning how to drive, taking into account the new vehicle's handling characteristics.

Crashing!



Finally, you'll do lots of crashing, so take time out from perfecting each stunt and try smashing into objects instead, just to see what sort of flipping and spinning you can create. Save the best stuff to view later!]

Your Movie Begins Now!



The remainder of the book contains all the information you need to succeed in the world of stunts, including information on all the vehicles and unlockable toys, a complete drivethrough, tips on arena enjoyment, a full training strategy, and major game secrets! More car maneuvers

are detailed in the "Driving Games" section, but for the moment, let's see what jalopies you're playing for!



Inventory—Cars and Toys

COLLECTING VEHICLES AND STUNT ITEMS



During Career mode, once you've completed a scene and cleared most stunts in it, you are awarded a special prize: a car (one or more), and a "toy."

There is no reward for claiming 100 percent of a level (except for a better high-score that you can input online), but if you miss a couple of stunts, you may not be awarded all of the scene's prizes.



Once you complete a scene, see if you've unlocked everything by going to Career mode, choosing Filmography, and choosing a movie. Go to Play Game, and flick through the scenes you have completed.

Those with ticks next to "car" and "toy" have given up their prizes and won't give more if replayed. Note that the Daredevil Stunt Show scenes award only cars, not toys.

COMPLETE GAME INVENTORY

Below is a complete list of cars (used in the Driving Games and Stunt Constructor modes), and toys (used only in Stunt Constructor mode). Each is labeled showing when it is unlocked. For the best vehicles and toys to use, refer to the later chapters in this guide.

AVAILABLE CARS



Car #1: Stunt Car #1

Available: From Beginning



Car #2: Yellow British Sedan

Available: Hiccup With the Pickup Completed (Toothless in Wapping)



Car #3: Dark Gray British Sedan

Available: Safe Stealin' Completed (Toothless in Wapping)



Car #4: White British Van

Available: Rozzer Bovver Completed (Toothless in Wapping)



STUNTMAN

Inventory—Cars and Toys



Car #5: British Police Car

Available: Fink in the Drink Completed
(Toothless in Wapping)



Car #6: Green Tow Truck

Available: Filled In Completed (Toothless in Wapping)



Car #7: Stunt Car #2

Available: Filled In Completed (Toothless in Wapping)



Car #8: Stunt Car #3

Available: Cannon Jump Completed (Daredevil Stunt Show)



Car #9: Yellow American Hotrod

Available: Outta Town Nitro Completed
(A Whoopin' and a Hollerin')



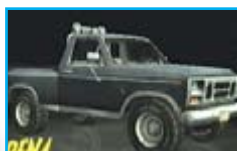
Car #10: Orange American Hotrod

Available: The Corkscrew Completed
(A Whoopin' and a Hollerin')



Car #11: Heinous's Hotrod

Available: Tame the Train Completed
(A Whoopin' and a Hollerin')



Car #12: Gray Pick-up Truck

Available: Tame the Train Completed
(A Whoopin' and a Hollerin')



Car #13: American Police Car

Available: Car Dominos Completed (Daredevil Stunt Shows)



Car #14: White Import Sedan #1

Available: Office Obliteration Completed
(Blood Oath)



Car #15: White Import Sedan #2

Available: Downtown Dash Completed
(Blood Oath)



Car #16: Tuk Tuk

Available: Tuk Tuk Chase Completed
(Blood Oath)



Car #17: Yellow Tarp Van

Available: Rooftop Rumble Completed
(Blood Oath)



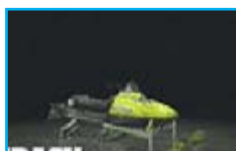
Car #18: Tuk Tuk Van

Available: Rooftop Rumble Completed
(Blood Oath)



Car #19: Thai Bus

Available: Hell Drivers Completed (Daredevil Stunt Shows)



Car #20: Snowmobile

Available: Suspects on Snowmobiles Completed
(Conspiracy)





Car #21: Black RV

Available: Hunted By Microlites Completed (Conspiracy)



Car #22: Blue SUV

Available: River Race Completed (Conspiracy)



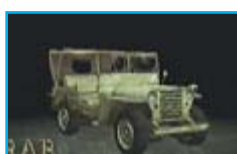
Car #23: Rally Car

Available: River Race Completed (Conspiracy)



Car #24: Thunderfoot Monster Truck

Available: Monster Truck Mayhem Completed (Daredevil Stunt Shows)



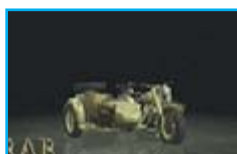
Car #25: Military Jeep

Available: Wake the Garrison Completed (The Scarab of Lost Souls)



Car #26: Staff Car

Available: Panzer Attack Completed (The Scarab of Lost Souls)



Car #27: Motorbike and Sidecar

Available: Temple Trap Completed (The Scarab of Lost Souls)



Car #28: Armored Car

Available: Sink the U-Boat Completed (The Scarab of Lost Souls)



Car #29: Civilian Jeep

Available: Sink the U-Boat Completed (The Scarab of Lost Souls)



Car #30: German Supply Truck

Available: World Record Completed (Daredevil Stunt Shows)



Car #31: White Sports Sedan

Available: Mountain Chase Completed (Live Twice for Tomorrow)



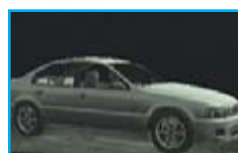
Car #32: Luxury Blue Sports Car

Available: Head On Completed (Live Twice for Tomorrow)



Car #33: Euro Mini Car

Available: Police Chase Completed (Live Twice for Tomorrow)



Car #34: Luxury White Sedan

Available: Moving Target Completed (Live Twice for Tomorrow)



Car #35: Yellow Sports Car #1

Available: Stop the Stealth Jet Completed (Live Twice for Tomorrow)



Car #36: Yellow Sports Car #2

Available: Stop the Stealth Jet Completed (Live Twice for Tomorrow)



AVAILABLE TOYS



Toy #1: Ramp #1

Toy Type: Ramp
Available: From Beginning



Toy #2: Ramp #2

Toy Type: Ramp
Available: From Beginning



Toy #3: Ramp #6

Toy Type: Ramp
Available: From Beginning



Toy #4: Wooden Crate

Toy Type: Smashable
Available: From Beginning



Toy #5: Stack of Wooden Crates

Toy Type: Smashable
Available: From Beginning



Toy #6: Barrel

Toy Type: Smashable
Available: From Beginning



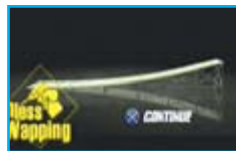
Toy #7: Car Junker

Toy Type: Smashable
Available: From Beginning



Toy #8: Barrier

Toy Type: Special
Available: From Beginning



Toy #9: Ramp #4

Toy Type: Ramp
Available: Hiccup With the Pickup Completed
(Toothless in Wapping)



Toy #10: Ramp #5

Toy Type: Ramp
Available: Hiccup With the Pickup Completed
(Toothless in Wapping)



Toy #11: Stack of Barrels

Toy Type: Smashable
Available: Safe Stealin' Completed (Toothless in Wapping)



Toy #12: Pipe Roll

Toy Type: Special
Available: Rozzer Bovver Completed (Toothless in Wapping)



Toy #13: Ramp #3

Toy Type: Ramp
Available: Fink in the Drink Completed
(Toothless in Wapping)



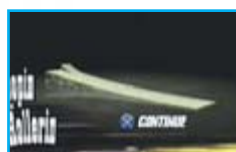
Toy #14: Vertical Car

Toy Type: Smashable
Available: Filled In Completed (Toothless in Wapping)



Toy #15: Van

Toy Type: Smashable
Available: Outta Town Nitro Completed (A Whoopin' and a Hollerin')



Toy #16: Ramp #8

Toy Type: Ramp
Available: The Corkscrew Completed (A Whoopin' and a Hollerin')



Toy #17: Remote Car

Toy Type: Special
Available: Tame the Train Completed (A Whoopin' and a Hollerin')



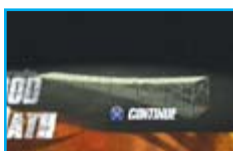
Toy #18: Fire Ring

Toy Type: Special
Available: Office Obliteration Completed (Blood Oath)



Toy #20: Ramp #9

Toy Type: Smashable
Available: Downtown Dash Completed (Blood Oath)



Toy #21: Stack of Cars

Toy Type: Ramp
Available: Tuk Tuk Chase Completed (Blood Oath)



Toy #22: Ramp #10

Toy Type: Smashable
Available: Rooftop Rumble Completed (Blood Oath)



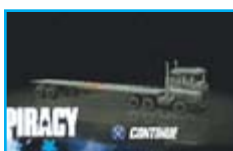
Toy #23: Fire Fence

Toy Type: Ramp
Available: Suspects on Snowmobiles Completed (Conspiracy)



Toy #24: Flatbed Explosion

Toy Type: Special
Available: Hunted by Microlites Completed (Conspiracy)



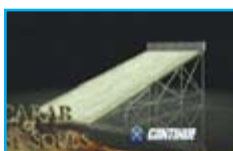
Toy #25: Ramp #11

Toy Type: Special
Available: River Race Completed (Conspiracy)



Toy #26: Ramp #12

Toy Type: Ramp
Available: Wake the Garrison Completed (The Scarab of Lost Souls)



Toy #27: Explosion

Toy Type: Special
Available: Panzer Attack Completed (The Scarab of Lost Souls)



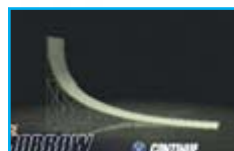
Toy #28: Loop

Toy Type: Special
Available: Temple Trap Completed (The Scarab of Lost Souls)



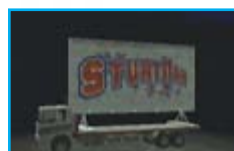
Toy #29: Ramp #7

Toy Type: Special
Available: Sink the U-Boat Completed (The Scarab of Lost Souls)



Toy #30: Billboard Truck

Toy Type: Ramp
Available: Mountain Chase Completed (Live Twice for Tomorrow)



Toy #31: Car Cannon

Toy Type: Smashable
Available: Head On Completed (Live Twice for Tomorrow)



Toy #32: Flatbed Truck Ramp

Toy Type: Special
Available: Police Chase Completed (Live Twice for Tomorrow)



Toy #33: Giant Loop

Toy Type: Special
Available: Moving Target Completed (Live Twice for Tomorrow)



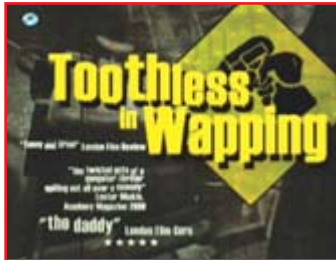
Toy #34: Giant Loop

Toy Type: Special
Available: Stop the Stealth Jet Completed (Live Twice for Tomorrow)



MOVIE#1: *Toothless in Wapping*

LOCATION:
London, England



Yardie gangs, vicious thugs, robberies, murder, and a killer dentist—no wonder the London Film Guru labeled this as “the daddy” of modern comedy gangsta flicks. Now you’re part of the action, although the wages are a

pittance, the steering wheel’s on the wrong side, and the colloquialisms are a little confusing, guvnor. While the cars aren’t that powerful, they corner reasonably and have good handbrake potential. However, the roads and alleyways are narrow, demanding precision driving during the five scenes.

NOTE

The Dentist is doing his key drilling in a London suburb called Wapping. Home to a trade-union riot in the 1980s, this one-mile square piece of the London Docklands is home to both high-tech companies, and a seedier gangster element.

STUNT VEHICLES



Yellow British Sedan

Used in: Stunts 1, 2, 3
Speed: Average
Handling: Good
Braking: Good
Size: Average



British Police Car

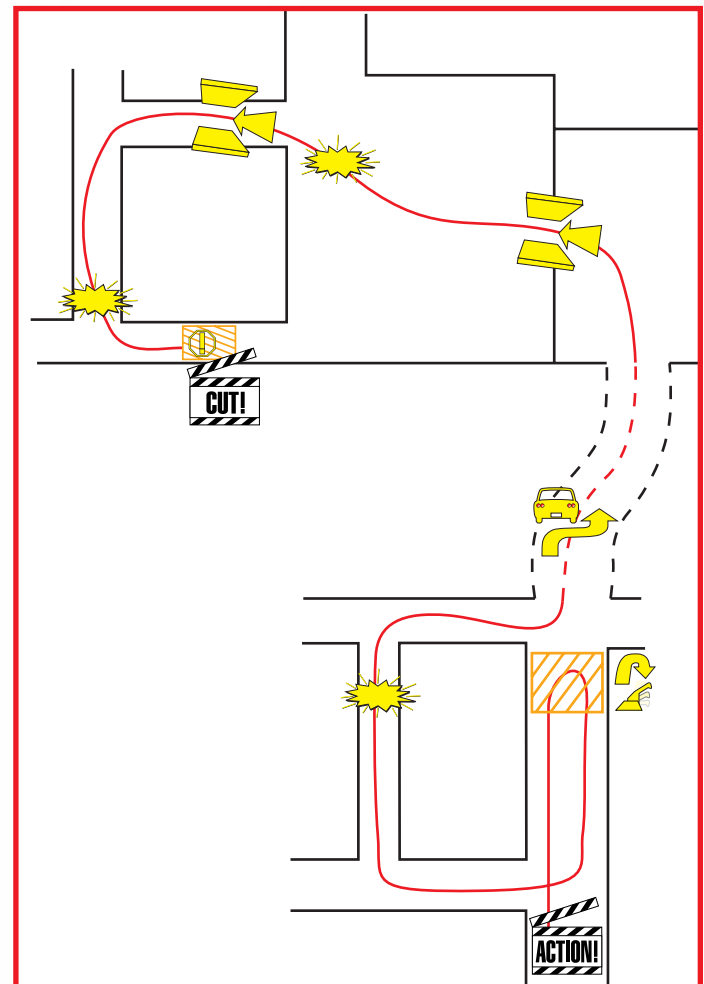
Used in: Stunt 4
Speed: Good
Handling: Good
Braking: Good
Size: Average



Dark Gray British Sedan

Used in: Stunt 5
Speed: Good
Handling: Average
Braking: Average
Size: Average

STUNT #1: HICCUP WITH THE PICKUP





This movie is a gangster comedy, two hopeless small-timers up against the police and the gangland kingpin, the Dentist. One of the leads, Vince, is trying to get across town for a pickup, but he's already late. You have constant radio communication with the director for every stunt. Time to get on set!



You're thrown in the deep end for this set of stunts—don't panic; instead, memorize each trick as you come across it, and watch out for those sharp corners!



Start your dodgy motor, and accelerate down the city road. Remember you're in England—they drive on the left here!



A white van passes on your right, and a green car pulls out in front of you. Ignore them and continue to floor the car toward the yellow square area. This is your first stunt!

STEP #1: 180-DEGREE E-BRAKE

Difficulty Level: Medium



Follow the white van that passed until the director yells "180-Degree E-Brake!" That's your cue to swing the car around to face the opposite direction.



Why? Because a gang of Yardies occupy the white car that blocks your path! Slam on the E-Brake (●) and turn right. Keep holding ● until you swing around, then floor the accelerator!



Make sure most of your car swings inside the yellow square. To shave seconds off your time, E-Brake earlier so that only the car's left side enters the yellow square—you won't travel as far.

CAUTION

Do **not** attempt to ram the car or van in front of you! Don't stop the turn halfway through—keep pressing ● until you're almost stopped, then floor it. Also, don't turn left instead of right—that railing is solid!



Back on the road traveling toward your start point, follow the green arrows pointing right. Take this corner late so you end up on the left side of the road.



Take another right almost immediately, toward a narrow alleyway. Avoid the car coming along the right side, then make the turn.



MOVIE#1: Toothless in Wapping

STUNTMAN

MOVIE#1: Toothless in Wapping

STEP #2: HIT THE BOXES!

Difficulty Level: Easy



Gun the engine and zoom down the alleyway as the director yells "Hit the boxes!" Oblige him and stay to the left, slamming through a pile of banana cartons and other debris.

At a checkpoint (once you perfect the course, ideally you'll have seven seconds left in the countdown), make an immediate right. Stay on the road's right (near) side, and don't hit that car that accelerates by! You can complete this entire section without braking.



Almost immediately, the director shouts "Left into the tunnel!" Oblige him, swing left (ease off the gas), and stay to the left, following the green car.

CAUTION

Don't hit the green car! Also, don't swing left too early or you'll slam into the signpost or tunnel corner, losing valuable time.

STEP #3: OVERTAKE ON THE RIGHT!

Difficulty Level: Hard



Keep left. Don't oversteer the corner and end up on the right side of the road—a "dustbin lorry" (trash truck) is coming at you! Stick to the left, and wait for the director's call.



He yells for you to overtake the green car. Accelerate around the right side of the green car, not the left.



You must be almost scraping the right side of the car with your left side. Don't clip the car or you may spin and fail the scene!



Finally, there's a white car driving toward you on the right. Stay left and squeeze between the two vehicles.



Spot another car on the right, then the tunnel exit, and another checkpoint counting down. Speed over, ignoring the "Give Way" sign on your left (this means "Yield"), and swing left as you exit.

CAUTION

The tunnel exit is narrow, so don't swerve into the signs or oversteer.

STEP #4: THROUGH THE GAP!

Difficulty Level: Easy



As you straighten out, a truck blocks the left side of a gated entrance. Zoom straight through the gap to the right of it, but left of the mesh fence. Floor it through the tires, and don't hit the truck!

STEP #5: HIT THE BOXES!

Difficulty Level: Easy



The next stunt occurs immediately. Look for the "hit" icon and slam through the pile of cartons and junk. Keep your car pointing straight ahead, zooming past the truck on the right.

STEP #6: THROUGH THE GAP!

Difficulty Level: Easy



The roadway becomes a narrow alley between two buildings, made smaller by a red dumpster on the left. Weave the car between the dumpster and the left wall. If you hit the dumpster, you'll know about it!

CAUTION

If you plow through the green arrows or go off into the other alleyways, your stunt ends. Stay focused!

STEP #7: HIT THE BOXES!

Difficulty Level: Easy



As you pass the dumpster, note the green arrows pointing left. Take the corner (perhaps easing off the gas a little) at speed and get ready for more boxes straight ahead.



It's hard to miss the crates. Be more concerned with the tight left corner to come. Swing around it.

STEP #8: BRAKE!

Difficulty Level: Easy



Almost immediately, you're surprised by a "brake" sign, and the director yells for you to stop. Slam on the brakes (■), and stop with part of your car in the yellow square. Overshoot and the stunt fails!

TIP

Aside from the mandatory braking, there's no need to use the regular brake (■) at all during this level. If you must slow down, simply remove your thumb from the accelerator (×)!

THAT'S A WRAP!

100 Percent Time Bonus to Beat: 12:03 Seconds

100 percent complete gives you:

New Car!

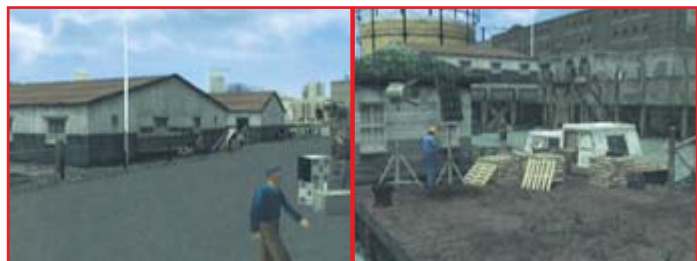
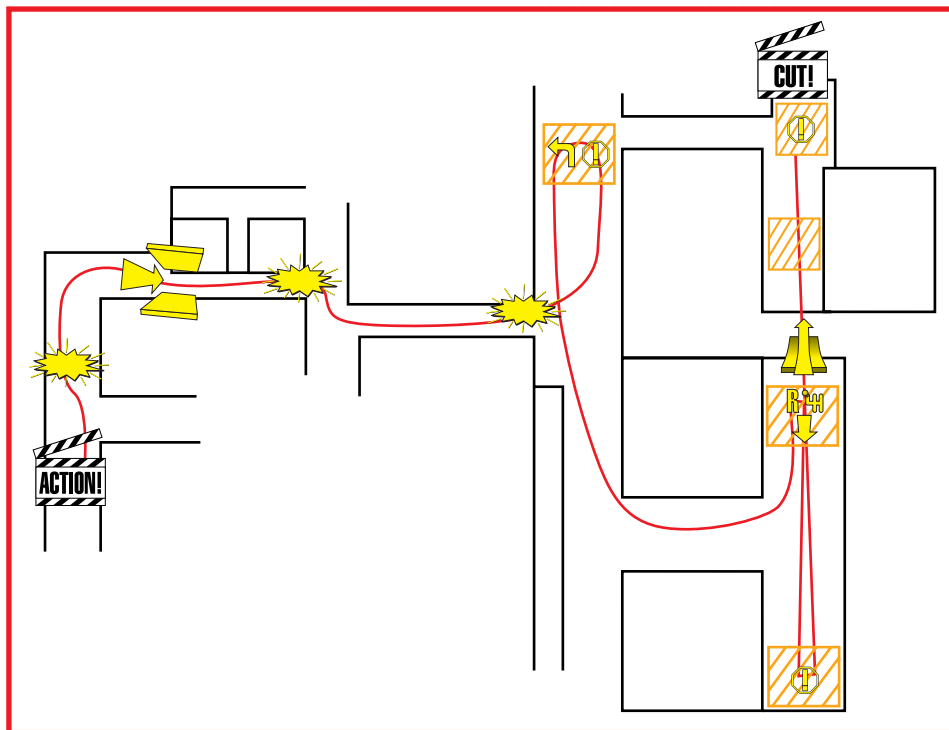
Yellow British Sedan

New Toys!

Ramp #3



STUNT #2: SAFE STEALIN'



In this scene, Vince and Ray escape to the docks with a safe in the car. Do a 180 turn and stop close to the jetty edge to make it look good.



Left-hand drive cars have been imported so American stuntmen can safely perform in the UK. Other than that, there's a little help and more tension in this level. Watch for a vicious right turn almost immediately, some precise stopping and reversing, and a 180 turn that needs proper braking!

STEP #1: HIT THE BOXES!

Difficulty Level: Easy



Accelerate and make a small left turn. A truck protrudes from a warehouse in front of you; smash into the boxes behind it.



Almost immediately, you're ordered to make a sharp right into an extremely tight alleyway. Pass the white van with a heavy standing near it, then make a sharp right turn. Ease off the gas.



CAUTION

There are many ways to foul this simple cornering. One is to brake too hard and too early, slamming you into the interior wall. Instead, turn and brake late—at least you'll hit the left alley wall, plow into the pieces of wood, and bounce back into the alley itself. Now head down this alleyway at top speed!

STEP #2: THROUGH THE GAP!

Difficulty Level: Easy



The director yells for you to head through the narrow gap between the container and the right wall. If you hit the container, you lose time and possibly nix the entire stunt!

STEP #3: HIT THE BOXES!

Difficulty Level: Easy



This director seems to delight in the destruction of banana juice cartons—there's another stack to barrel through at the end of this alley. Continue straight and slam into them.



Immediately after the boxes is a checkpoint. Head through it, and make a sharp right almost at once. Tap the brake to appear on the right side of the next street.

This tiny alleyway leads almost immediately to a left turn. From the right side, you can accelerate away with a correct racing line.



If you're near the left wall, the corner is more abrupt, and takes longer. Either way, it's great fun to take out the trash can on the left corner as you go!

STEP #4: DOOR OFF THE VAN!

Difficulty Level: Medium



Zoom down the narrow enclosed road. Ahead is a dock, but before it is a parked van with its left door open. Clip the door and immediately swing left.

CAUTION

Try a glancing blow off the door as far left as possible without missing it. If you ram the door near the van side, or the van itself, expect to come to a temporary halt—losing your racing line and messing up the stunt altogether! You need speed for the next stunt, so don't slow down as you make the left turn.

STEP #5: BRAKE AT THE BOXES AND SWING ROUND!

Difficulty Level: Medium



Almost at once, a huge stack of cartons and assorted junk plus a gang of Yardies block your path. Scare these bad boys and attempt a 180-degree turn.



Stay right just prior to the turn, then slam the brakes (■), and spin the car left. Cartons and thugs scatter.



As you hit the boxes, accelerate while still turning left to complete a reverse 180-degree turn. Now accelerate away, past the same white van on the right.

CAUTION

The easiest way to fail this stunt is to miss the boxes. Brake so you're at least halfway through the turn before you need to gas it.

Another way to fail is to use your E-Brake (●). You must use the regular brake (■). Finally, don't head into the dark warehouse after the turn—that's the wrong way!



Follow the green arrows, zoom through the checkpoint marker toward the pier, and turn sharply left (don't brake yet). From now on, imprecise driving could land you in the water!

STEP #6: STOP AT THE END AND REVERSE!

Difficulty Level: Easy

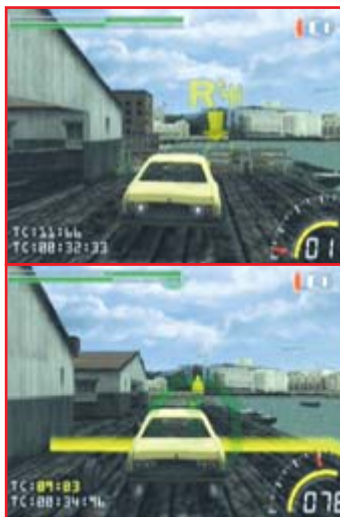


As soon as the director yells "Stop at the end and reverse!" slam on the brakes, making sure your car stops within the yellow rectangle. Keep holding ■ and start your reverse.



STEP #7: BRAKE!

Difficulty Level: Medium



With the brake slammed down (meaning you're reversing), watch the car back up, and keep it straight. Hit the accelerator (×) when the director yells "brake!" Accelerating stops you from continuing backward, so don't get confused! Stop inside the second yellow rectangle behind you before accelerating away.

CAUTION

As you might expect with the river Thames so close, it's easy to land in the water rather than stay on the pier! As you complete stunt #6, straighten your car—reversing at an angle and at speed is difficult.

Don't overshoot either of these stunts—make sure the front (or back) quarter of the car is in there—that's enough to score. If you're too judicious with the pedals, you'll fall into the river and total the car!

STEP #8: ACCELERATE FOR THE JUMP!

Difficulty Level: Easy



A "jump" icon appears in front of you. Accelerate along the pier, aiming for the icon, and keeping your car as straight as possible. You smash through the barrier ahead.



Land the vehicle inside the yellow rectangle to receive the maximum accuracy score. Achieve this by accelerating hard from the end of the pier.

CAUTION

There's a jump to the lower docks coming up, and cars don't run as well when they're waterlogged, so accelerate!

STEP #9: BRAKE AT THE END!

Difficulty Level: Medium



Your final stunt is to slam on the brakes inside the yellow rectangle ahead. As you hear the instructions, press ■ and come to a standstill. Then congratulate yourself on a stunt well done!

CAUTION

Don't overshoot this area—even if you stop in time and don't take a tumble into the Thames, you'll fail this stunt if the car's front wheels head out of the rectangle.



You can, however, swerve and stop facing to the right. You can also reverse off the pier and into the water without penalty once the stunt is over—the director has his footage!

THAT'S A WRAP!

100 Percent Time Bonus to Beat: 10:95 Seconds

100 percent complete gives you:

New Car!

Dark Gray British Sedan

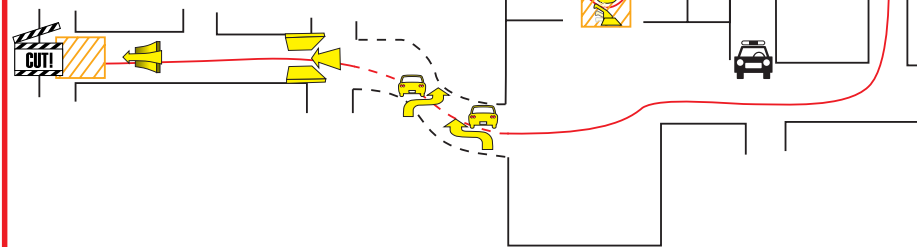
New Toy!

Ramp #5



STUNT #3: ROZZER BOVVER

Now Vince and Ray ditch the safe and get chased by the police. For the finish, you drive up and over the dumpster, making sure you have enough speed to wreck the car.



MOVIE#1: Toothless in Mapping



At the end of proceedings, there's little in the way of tomfoolery. Just keep a watch out for the "Rozzer" vehicles, keep your driving tight, and watch those narrow gaps.

NOTE

The word "rozzer" is an English colloquialism for a police constable. Police are also referred to by gangster types as "the fuzz" or "the filth." "Bovver" (said with a Cockney accent) is simply a mispronunciation "bother." So "rozzer bovver" means you're being harassed by the police.



From your starting position on the pier (near the end point of your last mission), hit the accelerator and shoot up the ramp as fast as you can!

STEP #1: HIT THE LIFE RING!

Difficulty Level: Easy



At the top of the ramp is a life preserver encased in a cabinet attached to a pole—smash into it. Adjust your direction left slightly as you reach the top of the ramp. Don't hit the fence sides.



The police box you in from the left, so head into the dark warehouse. Don't slam into the right side of the entrance—you need to have steered left a couple of seconds earlier.

STEP #2: HIT THE TRASH CANS!

Difficulty Level: Easy



Once in the dark warehouse, look ahead and left to notice a group of trash cans. Glance their right side to knock them about.



The exit of the warehouse takes you on a slow right-hander along an alley and immediately into a larger warehouse. Head for the checkpoint and zoom through with around five seconds to spare to get an impressive time bonus.



Once in the warehouse, avoid three sets of very heavy orange containers. Hitting them impedes your time and progress, but may not halt the scene completely.

Head right, into the warehouse, then press the E-Brake (●) while still pressing on the accelerator (X). Swing left around the containers without losing speed.



Don't worry about avoiding any smaller boxes near the second container. Complete another sliding turn, using the E-Brake to slide right and keeping the accelerator down.



As you speed between the second and third container boxes, keep to the left, and avoid the worker in the forklift. Swing left around the final set of containers, and head for the open exit.

STEP #3: OFF THE STEPS!

Difficulty Level: Easy



Head through the exit, optionally scattering more banana boxes, and stay left. Touch the analog stick to the right to avoid the ladder and man.



Immediately ahead, two squad cars block the road. The only way forward is up the steps, turning them into an impromptu ramp. Take the steps head on, and fly through the air, landing on your wheels.

CAUTION

Don't ram the police vehicles--you'll be jostling through the roadblock without being able to move. Similarly, don't fly up the steps at a sharp or odd angle--you could hit the left wall and land on your side or roof.

STEP #4: E-BRAKE TURN!

Difficulty Level: Medium



As you barrel toward the gap in the mesh fence, the police move to block you. Time for a 180-degree powerslide! Just before you hit the yellow rectangle, hit ● and swerve left.



Keep spinning until you face the opposite direction, then continue to the right of the stationary truck. You can swerve to the left of the truck, but this is the long way around.



Continue around, making a very large right turn, and zip past another warehouse until you spot green arrows pointing right.

STEP #5: THROUGH THE ROAD WORKS!

Difficulty Level: Easy



As you enter the wide warehouse corridor, you see a small cordoned-off area of road works. You're welcome to slam straight into it along the left wall...



...but it's quicker to clip the right side of the works with your left side while continuing to accelerate. You may need to turn left slightly to line this up.



After another rather sharp right turn (ease off the accelerator briefly), continue, keeping left to avoid the patrol car entering from the right.



If you crave spectacular extra ramming, slam into the front of the car. However, this wastes valuable time. It's better to swerve around the front of the cop car and continue.

Once the fence on your left disappears, you see the tunnel entrance. A checkpoint is counting down, so enter the tunnel at speed, without hitting either signpost and with around seven seconds left.



STEP #6: OVERTAKE!

Difficulty Level: Easy



As soon as you enter the tunnel, a light blue car accelerates ahead, keeping to the left side of the street. Stay to the left too, and avoid the oncoming car.



Zip past the car as close to its left side as you can without hitting it. If you're too wide, or miss overtaking it on the left completely, your stunt won't score.

STEP #7: OVERTAKE!

Difficulty Level: Medium



A second car comes immediately after the first; pass this one on the right. Don't clip it, and swerve left to avoid the oncoming van.

CAUTION

If you're too slow, you'll miss one of the two overtaking opportunities. Timing is everything to avoid the oncoming traffic. Keep your accelerator pressed at all times.



Almost out of the tunnel, swerve right around a parked car. Don't swerve too far right, or you won't line up the stunt ahead. Ignore the two cars passing left and right at the junction.

STEP #8: THROUGH THE GAP!

Difficulty Level: Medium



The next maneuver is tricky if you aren't heading straight down the road. Pass between the truck on the left and the oncoming green car on the right. Don't brake!

CAUTION

If you hit either vehicle, the final trick will be wrecked. It is imperative not to crash here, or you won't have enough speed for the final jump.

STEP #9: OVER THE DUMPSTER!

Difficulty Level: Easy



Continue straight, ignoring the running pedestrians and plowing past the car on your left. If you're slow to reach this point, a truck appears heading toward you. Squeeze between these vehicles.



If you're late, the car may block the ramp up the dumpster, but plow through anyway. Simply hit the ramp with the front of your car—airborne physics takes care of the rest.

THAT'S A WRAP!

100 Percent Time Bonus to Beat: 12:70 Seconds

100 percent complete gives you:

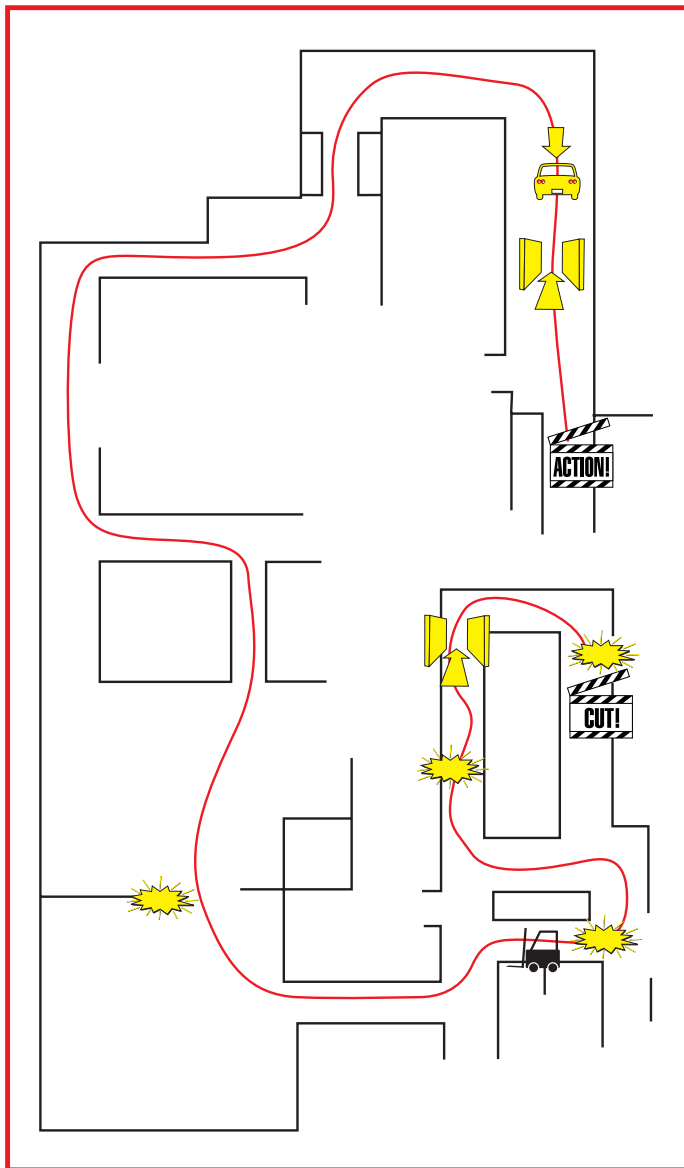
New Car!

White British Van

New Toy!

Stack of Barrels

STUNT #4: FINK IN THE DRINK



In this sequence, you drive a police car, chasing one of the Dentist's gangsters around warehouses. Keep a tight pursuit to make it look right. At the end of the stunt, you ram the lead car into the river.



Your stuntman's driving abilities are tested for the first time; these stunts are far more difficult than any previous. Plus, you must keep the car you're chasing in view at all times—if it's out of sight for more than a second, the take will be ruined. Add to this some nasty cornering, a police car that handles differently, plus a slammin' finale, and you have your work cut out for this scene.



Accelerate as quickly as possible, heading straight for the parked cars and the reversing vehicle. Ignore the van and forklift to the left.

NOTE

Although the siren will probably be redubbed in editing, optionally press **R1** to start your police car's siren. This doesn't affect the scene's outcome, but you'll sound authentic!

STEP #1: BETWEEN THE CARS!**Difficulty Level: Hard**

You're asked to zoom between a reversing green car to your left and a group of parked cars on your right. The gap is tiny, so steer to the left slightly and squeeze on through. Try using **SELECT** to change viewpoints so you can see the gap exactly.

CAUTION

Continue straight, or steer left too much, and you'll ram the cars instead of passing them. If so, you don't have time to catch the car you're chasing. Restart immediately if you hit.

STUNTMAN

MOVIE#1: Toothless in Wapping

STEP #2: STICK WITH HIM!

Difficulty Level: Insane!



You must stay within sight of the lead car. This means maintaining a constant high speed, completing every stunt, using brakes infrequently, and not hitting any walls!



Also, do not hit the lead vehicle—ease off the gas if you're within a car's length of the lead vehicle.



Once through the cars, you must attempt a left turn. Ease off the gas, don't brake or E-Brake, and try turning near the corner with the barrels, but don't hit the corner.

As you continue around, a gigantic crane passes underneath. The crane is narrow, so be extremely careful! Once through, make a gentle right turn at top speed.



CUT!



Don't hit the crane on the left as you enter, or on the right as you exit. This damages your car, and lets the lead car escape. Stay in the middle and turn right once you're sure you won't touch the jutting sides.



The alleyway becomes narrower, so keep left but don't hug the wall. Prepare for a sharp left.

This is the first time you should use your brakes during this scene. Make a left and tap the brakes. Then get back on the gas at once!



CAUTION

E-Brake and you'll hit the jutting wall, trapping your car. Fail to brake, or simply ease off the gas, and you'll scrape the wall, come to a crashing halt, and incur your director's wrath.



Now in another alley, make another sharp left, following the lead car. Tap the brakes. Stay to the left of the corridor, but don't brake too hard and hit the inside corner!



A right turn pops up instantly. Make this without slowing by positioning your car on the left and swinging around. If you're close to the corner, try a tiny E-Brake tap just before the corner.



Thankfully, the narrow corridor opens up into a yard, but not before you pass a dumpster on your right. Stay left here to avoid a nasty, crashing halt.

STEP #3: HIT THE BARRELS!

Difficulty Level: Easy



As the truck pulls away to the right, this open area is a great place to accelerate! As you pass between the mesh fence, clip the left side of the barrels, sending them flying.



As you clip the barrels, turn left slightly and follow the lead car through an opening in the fence, and down another alleyway. Stay on the car's tail.

CAUTION

Take the corner too late, or at a narrow angle, and you may end up in the small alcove and jutting corner of the stone building. Don't stop here—your scene will be ruined if you mistime this swerve.



Now head into the long warehouse. Zoom down the alley, keeping right, then angle your car to move diagonally left and into the warehouse entrance. The opening is tight, so react quickly to the corner and ease off the gas. Don't brake here or you'll slam into a wall.



Once inside the warehouse, follow the lead car toward the narrow exit at the far end. Stay left of the forklift, then turn right slightly to prepare for the next stunt.

STEP #4: INTO THE BOXES!

Difficulty Level: Easy



At the end of the warehouse, stay left of the truck and clip the left side of the boxes. Then execute a swift E-Brake to the left.



Now you should be very close to the lead car. It accelerates away. Follow it, but don't hit the car as you swing around.

STEP #5: LEFT OF THE FIRST CONTAINER!

Difficulty Level: Easy



Follow the car, and round the corner to the right. As you round the corner, keep left. Three containers lie ahead!



Stay left of the first container, hitting the barriers. Slam through (easing off the gas slightly), and be ready to steer to the right.



As you pass the first container, steer right, and move to the right of the second container. Heed the director's advice or the stunt will be botched.



As you pass the second container, steer left, passing the reversing truck on the right, and heading past the final container to the left of it. Be quick—this scene is almost complete.



MOVIE#1: Toothless in Wapping

STUNTMAN

MOVIE#1: Toothless in Wapping

STEP #6: UNDER THE CRANE!

Difficulty Level: Easy



Past the containers, floor the accelerator and zoom under the crane that's slowly dropping a container to the floor. As you pass, prepare to tap the brake and turn right.

CAUTION

If you brake or slow down for a second, the container will have dropped too far. You'll either be crushed or hit the container.

STEP#7: INTO THE LEAD CAR!

Difficulty Level: Hard



Make a sharp turn to the right, tapping the brake a little. Turn too late or too fast, and you'll slam into the scaffolding and lose speed.



Although the target appears on the hood of the car in front, don't aim for that. Keep your speed up, and stay on the right side of the road—don't follow the lead car's path.



The lead car slows near the docks for a couple of seconds. This gives you time to ram it on the right side, sending it into the river Thames. Brake immediately, staying on the side, and go grab that paycheck.

CAUTION

If you delay your pursuit, the lead car will have left its mark near the dock and await you near the dark warehouse entrance. Grimace and start again!

Don't get over-enthusiastic with your ramming technique. Brake hard as you hit—if the police car ends up in the water, the scene will be ruined!

THAT'S A WRAP!

100 Percent Time Bonus to Beat: Not Available

100 percent complete gives you:

New Car!

British Police Car

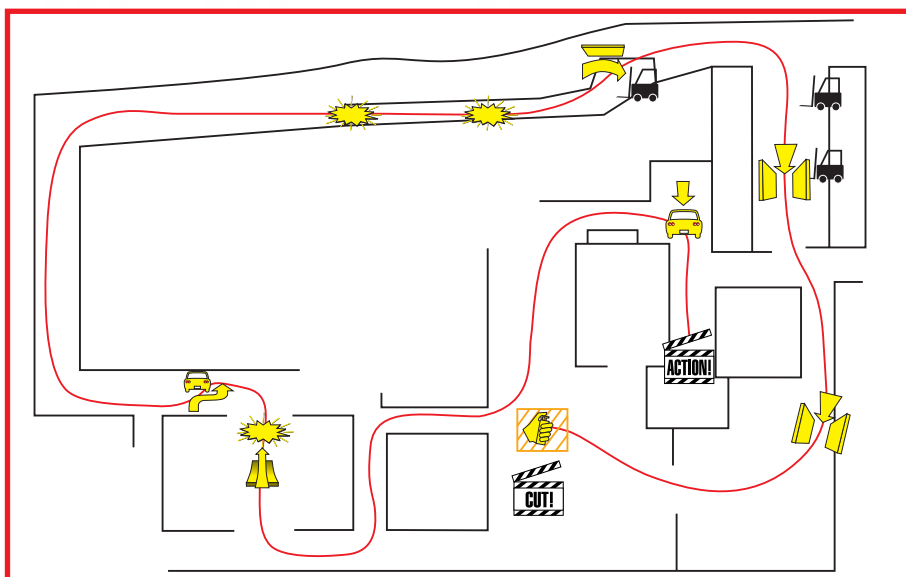
New Toy!

Cannon Roll Ramp

STUNT #5: FILLED IN



In one of the film's final scenes, you chase the Dentist's white van. To complete the stunt, pipe roll the car as the van rams you. If you mess up the timing, you'll still wreck the car, but spoil the footage.





This is a little easier than *Fink in the Drink*, but only just! Take time to learn how this car handles—it is particularly good at E-Braking around corners. Follow the white van, leap some crates, avoid a truck, and then zip up a ramp at the end. Then, after squeezing down a warehouse passage, it's time for the Cannon Roll—which is extremely easy if you press the action button.

STEP #1: CHASE THE VAN!

Difficulty Level: Medium



Start your chase immediately. The Dentist's van is a little slower than the car you followed in *Fink in the Drink*, so you shouldn't have too much trouble keeping up. Gun the engine and move it!



Zoom down the alleyway, ignoring the pedestrian and the truck to the right. At the end of the alley, execute a swift left-hander, using the E-Brake (●).

TIP

This car doesn't brake well, but does a great job of powersliding. Although you can accelerate around all the corners in this level, tap ● to slide around without losing much speed.



A rather large truck is heading straight at you and the van—take evasive action and head left, turning just as you pass the containers on the left. Hit the barrels if you wish.



Around the corner is a large yard area. Look ahead to the right turn into the narrow alleyway. Gun the engine and take the corner just inches from the right wall!



The van makes another left turn. A passenger car provides a small obstruction, so slide left early, and pass it on the left. If you hit it, expect to retake the stunt.

CAUTION

In the 90-degree turn ahead, expert drivers may have to ease off the accelerator to avoid slamming into the van. If you hit it, the shot is ruined—you're chasing the Dentist, not extracting him!

The van takes a 90-degree turn into a warehouse, and you must too. Powerslide (keep your speed up and hit ●). Head left slightly after the turn.



STEP #2: JUMP THROUGH THE BOXES!

Difficulty Level: Medium



While the Dentist takes the right path around the warehouse, temporarily change direction, heading straight down the middle between the containers.



Ahead is a small ramp, and a truck carrying banana cartons. Spill these across the floor by keeping a straight line and launching off the ramp.

CAUTION

If you hit the ramp to the right, you'll smash into the back of the truck's cab. If you hit left, you'll land and slam into the left exit wall. Keep straight ahead!

You can opt to follow the van around the warehouse's right side, but you won't get the stunt bar portion for the jump.



As you fly through the air from the ramp jump, turn left, and E-Brake as you land. Straighten up, and turn, keeping to the right side of the roadway. You pass a large truck on your left.

STEP #3: SWERVE ROUND THE TRUCK!

Difficulty Level: Medium



As you pass the first truck, turn left and screech around the second. Stay close to the left side of the truck's bumper—if you swerve in a wide arc, this stunt isn't awarded.

Now negotiate a large right. Follow the tire marks to check your correct position, and don't hit any dumpsters.



STEP #4: ONTO THE PLATFORM!

Difficulty Level: Easy



Now traverse a long, straight course. Hug the right wall as soon as you can—a reversing truck blocks your path. At this point you don't need to worry about tailing the van.



Stay on the far right of the dock road, and barrel through the barriers and up onto the ramped loading passage, slightly above the ground. Keep straight, and accelerate!

STEP #5: THROUGH THE BOXES!

Difficulty Level: Easy



Hold X, speed up continuously, and smash through the boxes. There's no need to turn...until the next stunt!

STEP #6: DODGE THE FORKLIFT AND DOWN!

Difficulty Level: Medium



As you reach the top of the loading bay passage, a forklift backs out on your right side, blocking your route ahead. Turn left slightly, off the ramp.



You catch a little air. As you do, ease off the accelerator. This slows you down enough to land on the ground safely, but allows you to reach the top left part of the ramp.



From here, jab the accelerator, and drop down onto the ground, landing on all four wheels. Now accelerate ahead.

CAUTION

Don't ram the forklift. Gently swerve, but don't overcompensate or you'll flip the car. Ease off the juice as you land on the top of the ramp, or you'll fly off the ramp and tumble along the ground. But don't stop completely, or you'll fall and roll onto your roof, perhaps hitting the second forklift working below. This second forklift means you must drop off the far end of the ramp, and not the left side.



As the director shouts for you to enter the warehouse, oblige by E-Braking to the right and staying to the right side. If you enter on the left, you'll ram a forklift that's moving from left to right.

STEP #7: THROUGH THE GAP!

Difficulty Level: Medium



A second forklift closes a gap between it and a truck on your right, and you have to squeeze between them. Keep straight, and move nearer to the forklift than the truck as you pass.

CAUTION

Be careful that the truck's protruding edge doesn't catch you. Line up the route as you enter the warehouse.



There's a vicious corner to negotiate as you exit the warehouse. Jab the brakes, turn left then right to get back on track, and go through the winding passage.

CAUTION

Don't take this corner at speed unless you swing right after passing the truck and forklift, and then line up the gap itself. Simply keeping the straight line means you'll strike the right corner. A lot!

STEP #8: UNDER THE LADDER!

Difficulty Level: Easy



Keep hugging the left brick wall, and aim for the ladder propped up against the wall. If you hit the wall at speed, you may ricochet back and knock it over. This stunt is successful only if the ladder remains leaning.



After a wide right, speed through the gap in the mesh fence until you spot the Dentist's white van. This is a "dummy" van—the real one is about to ram you. Ready the Cannon Roll button (L1)!

STEP #9: CANNON ROLL!

Difficulty Level: Easy



A yellow square appears ahead of you. Accelerate toward the dummy van, and press L1 as you enter the yellow square. This flips your car an instant before the real van strikes it from the right.



Once you finished flipping, the scene is complete. If you fail to execute the Cannon Roll, you must retake the scene.

THAT'S A WRAP!

100 Percent Time Bonus to Beat: Not Available

100 percent complete gives you:

New Car!

Green Tow Truck
Stunt Car #3

New Toy!

Ramp #3



Congratulations! You've successfully completed Toothless in Wapping! Now attempt the first Stunt Arena Scene, view the Trailer, and pack your bags...you're leaving for the wilds of Louisiana!

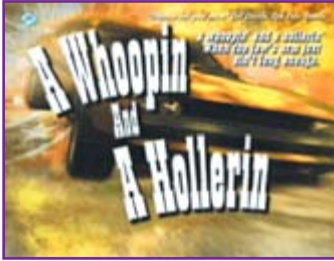


MOVIE#1: Toothless in Wapping

MOVIE#2: A Whoopin' and a Hollerin'

LOCATION:

Louisiana,
United States



Welcome, ya'll, to the Deep South, where cars are on bricks, mullet hair growth is encouraged, and hapless Sheriff Porkswine attempts to rule the roost while dealing with bootlegging varmints. Playing the part of Heinous

(the villainous moonshine distiller) and the Basco boys (the simple-minded heroes), you get to drive bulky American cars with wild E-Braking ability. Don't expect to achieve any last-minute swerves in these jalopies—line your stunts up at a distance to avoid numerous retakes. The results, however, are well worth it!

STUNT VEHICLES



**Yellow
American
Hotrod**

Used in: Stunt 1
Speed: Good
Handling: Poor
Braking: Good
Size: Large



**Orange
American
Hotrod**

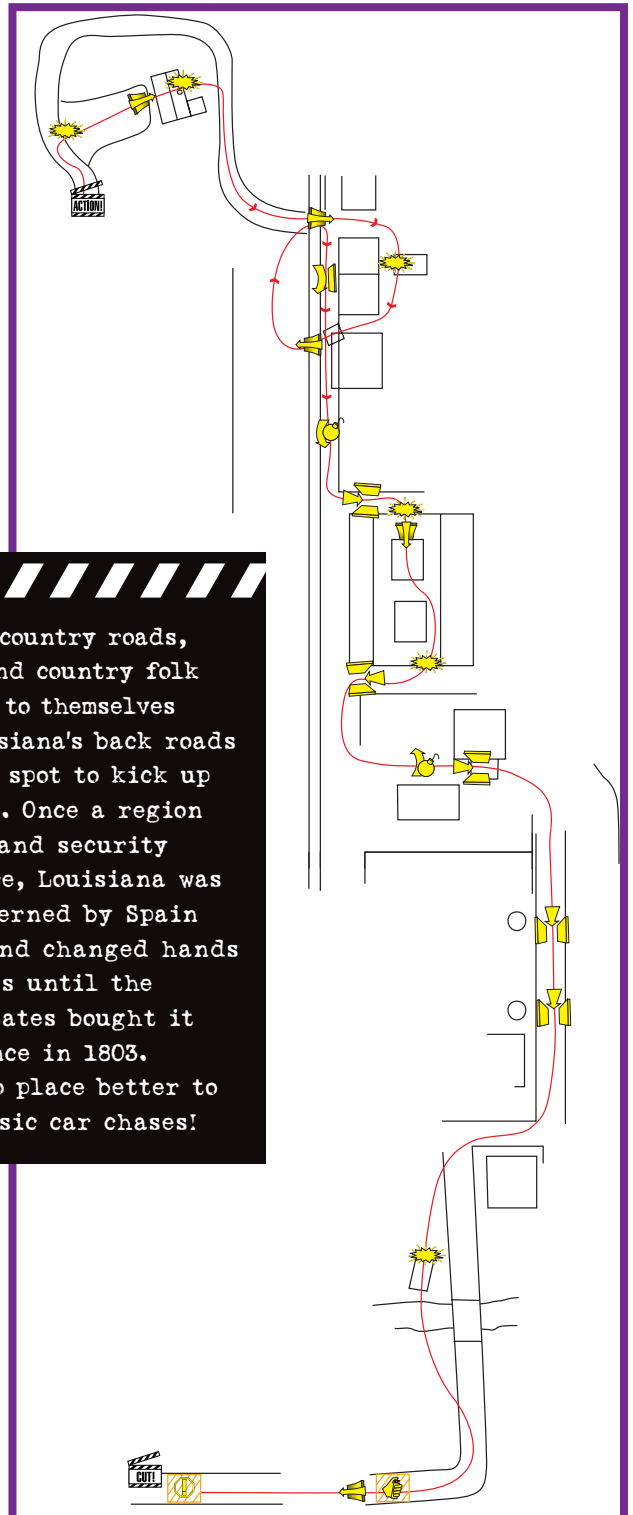
Used in: Stunt 2
Speed: Average
Handling: Poor
Braking: Poor
Size: Large



**Heinous's
Hotrod**

Used in: Stunt 3
Speed: Good
Handling: Average
Braking: Average
Size: Large

STUNT #1: OUTTA TOWN NITRO



NOTE

The many country roads, bayous, and country folk that keep to themselves make Louisiana's back roads a perfect spot to kick up some dust. Once a region of trade and security importance, Louisiana was first governed by Spain in 1541 and changed hands nine times until the United States bought it from France in 1803. There's no place better to film classic car chases!



This movie is about bootleggers, moonshine, the sheriff, and the innocent Basco boys. In this part, Heinous's moonshine gets in the drains and starts exploding all over town. The pyrotechnics make timing critical, especially when the chimneys start coming down! You must hit the nitro at exactly the right moment to make the last jump.



Traveling on dirt with a hulking beast of a car is a recipe for spectacular disaster, and you'll restart this scene many times. Don't despair—keep your speed up and learn the racing line to time the two train jumps with precision. After that, the swimming pool leap is simple, and once you know where to drive, the gas station explosion requires straight driving. Keep your foot floored under the chimneys, and line up the river jump from a distance. Then make the final spectacular nitro-charged chasm leap!



Accelerate (X), and make a medium left turn. The dirt surface, and your car's limited handling, make turns more difficult.

Pass the old timer in the pickup truck on the right. Swerving left around him takes longer. However, it does line you up better for the approaching stunt.



STEP #1: BREAK THROUGH THE FENCE!

Difficulty Level: Medium



A police roadblock lies ahead, so break through the area of weakened fence to the right. Turn sharply right, keeping on the gas, and blast through the fence, smashing it apart.

CAUTION

Tap the brakes and slow down slightly before you attempt the stunt. Don't plow into the cop cars; that's not the correct route!

If you smash the fence too early, you may become entangled in the solid fence post to the right. Smash too late and you hit the rusting tractor, which slows you down for the next stunt.

STEP #2: MAKE THE JUMP! AIM FOR THE CHIMNEY!

Difficulty Level: Medium



After the area of raised grass leading up to a hidden farmhouse, gun the engine and race through the ticking checkpoint. Keep the driving line straight and aim for the center of the plume of smoke.



Leave the grass, leap over the roof of the ramshackle farm, and slam through the crumbling chimney. The chimney barely affects your trajectory.



As you land, press on the accelerator and E-Brake so you turn tightly to the right and back onto the roadway.

CAUTION

If you leap the gap too far to the left or right, you'll miss the chimney entirely. Chalk this up to experience, attempt to land, and continue. If you hit the grass ramp on the right, you may hit the house as you land, so stay centered!

If you take the jump too slowly (if you had problems with the fence smash earlier), you're likely to hit the roof, cartwheel through the air, and hopefully land on your tires. While spectacular, this beats your car up and wastes time.



The road veers left as you race into town. Stay on the tarmac for increased traction, but keep to the left to turn at a smaller angle and quicken your pace.

STEP #3: JUMP BETWEEN THE TRAINS!

Difficulty Level: Easy



As you finish the long gentle left turn, line up with the ramp ahead—you're about to leap two passing trains at high speed!



Your first reaction may be to brake—don't! You need full acceleration and a straight racing line. Hit the ramp without turning. You crash through barrels on the far train and land on the other side of the crossing.

CAUTION

If you messed up any of the previous stunts, or approach the trains without putting pedal to metal, you'll be too slow, miss the open carriage, and slam into a taller one, spinning your car into a mangled heap. While great to watch, this ruins the scene!

Even if you keep your speed up, if your racing line is pointing slightly left, you'll ram the cop car as you land, wasting time. Aim straight or slightly right as you jump.

STEP #4: HARD RIGHT THROUGH THE BURNING SHED!

Difficulty Level: Easy



Once you've regained control, head around the mesh fence, making a hard right—tap the E-Brake (●). Keep that speed up!



Time to hit that flaming shed ahead of you! Take a split second to look behind the shed and see green arrows pointing right—turn right as you smash the shed.



Avoid falling shed debris that blinds and disorients you, (and shave more time off) by clipping the shed's right corner with your car's left side.



Once the shed has been destroyed, make a sharp right between the two buildings, and line up for the next stunt. Keep accelerating!

CAUTION

If you turn too sharply after the shed, you'll hit the corner of the fast-food joint and stop. This ruins the next stunt, so time your right turn carefully!

STEP #5: JUMP THROUGH THE TRAIN!

Difficulty Level: Medium



Keep your speed up, and if you haven't slowed (or crashed) previously, once you hit the ramp and checkpoint (ideally with around five seconds on the timer), you'll clear the open cargo carriage.



Then, make an immediate E-Brake hard to the right. A truly spectacular stunt driver can clip the right far exit wall, which swings the car around!

CAUTION

Hit the ramp too late? Leap at the wrong trajectory? You'll hit the sides of the carriage or miss it entirely. Try this one again!



After the hard right, gun the gas and speed to another checkpoint, hitting it with around seven seconds to go. As you reach the crossing, E-Brake sharply to the right while accelerating.

CAUTION

The crossing barriers are deformable, but not the posts holding them. Do *not* hit either post as you swing around. And follow those green arrows back into town.

STEP #6: GET CLOSE TO THE POLICE CAR!

Difficulty Level: Easy



Once you turn around, head towards the group of cars, and slide to the right of the police car, past Leo's Pawn Shop on your left (which is on fire). It's easier to head left and around. Maintain top speed.

STEP #7: GET CLOSE TO THE EXPLOSION!

Difficulty Level: Easy



One of Heinous's moonshine concoctions is blowing up the sewer. Head for the white van and be within the large yellow circle as the explosion detonates.

STEP #8: HARD LEFT THROUGH TRAFFIC!

Difficulty Level: Easy



Immediately after is another checkpoint (drive through with seven seconds to spare), followed by a swift left turn. Slam on the E-Brake and line up with the middle of the side street.



Now just pass between the two lines of cars. You aren't going very fast, so this shouldn't be a problem. Get ready for a sharp right soon after.

CAUTION

Swerve left too early, and you'll clang into the lamppost, which halts you abruptly. Continue down the main road instead of turning left, and you'll head out of bounds and ruin the take.



MOVIE#2: A Whoopin' and a Hollerin'

STEP #9: HARD RIGHT THROUGH THE FENCE!

Difficulty Level: Easy



The law is waiting for you, so swing right (don't brake), and smash through the fence. Line up to face the middle of the checkpoint ahead.

STEP #10: JUMP THE POOL!

Difficulty Level: Easy



Next, leap over a swimming pool. The ramp is to the pool's left, so simply keep straight and accelerate hard.



Try to hit the ramp heading slightly left so you needn't swerve at the second pool. Stay left of the second pool and continue straight along the pool side.

STEP #11: THROUGH THE FENCE AND HARD RIGHT!

Difficulty Level: Easy



Crash out of the other fence as another moonshine explosion occurs in the distance. Turn right sharply as you hit the fence.



STEP #12: BETWEEN THE CARS!

Difficulty Level: Easy



The hard right swerve sets you up for a straight blast through another checkpoint (again, aim for having seven seconds left), and between two parked cars.



As you pass between the cars, brake or E-Brake hard left for a second, and then gun the gas. Pass just right of a cop car, through a smashable barrier.



Continue your left turn past the cop car until you spot the blazing garage. If you've turned skillfully, the next stunt is lined up straight ahead. Turning wide or losing your way halts the scene.

STEP #13: CLOSE TO THE EXPLOSION!

Difficulty Level: Easy



Jet forward, lining up the stunt ahead as the explosion counts down. Make sure you're within the yellow circle as the gas pump explodes. This stunt will fail if you are too slow.

STEP #14: THROUGH THE GAP!

Difficulty Level: Easy



If you've kept a good straight racing line as the explosion rocked the gas station, this stunt is a cinch. Keep accelerating and turn right immediately after exiting the gap.



Two chimney stacks are about to explode, and it's your job to zoom under them as they fall! Turn and zip through the checkpoint close to the right.

STEP #15: UNDER THE FIRST CHIMNEY!

Difficulty Level: Hard



Gun that gas! There's absolutely no braking allowed here! Skim past the immobile van on the right, and jet forward as the first chimney collapses. If you haven't slowed since exiting the swimming pool, you'll leave the chimney behind you.



Make sure both wheels touch the yellow line directly under the chimney. If you're too far to one side, this stunt won't count. If you're a little slow, stay to the left of the "stunt" icon, but within the yellow line.

CAUTION

There are many spectacular ways to ruin this part of the scene. If you're too slow, you reach the yellow line marker *after* either chimney collapses. This blocks your path.

If this occurs, and you still want to complete the scene (minus this stunt), turn left and move around the broken smoke-stack near the grass and perimeter fence. There's time to ignore the chimney stunts and still complete this scene.

STEP #16: UNDER THE SECOND CHIMNEY!

Difficulty Level: Insane!



Immediately after the first chimney, another one collapses at the second yellow line. There's less time to move under the second chimney, so you need to have kept your speed up in earlier stunts. Race underneath, slightly to the left but inside the yellow line.

CAUTION

Crunch! You'll be crushed by the falling chimney if you're too late! If this happens, you must retake this scene. That is, if you can walk!



After the chimneys, simply accelerate through another checkpoint. If you're running at speed, the count-down won't even have started! Hug the right wall and turn moderately right, as close to it as you can.

As you round the corner past the building, another building appears on your left. Gun around this at speed, pointing your car around 30 degrees right of the road that heads left. Move onto the grass.



STEP #17: THROUGH THE BILLBOARD, JUMP THE RIVER!

Difficulty Level: Medium



Cops block the road, so fly up the ramp, through the billboard of Sheriff Porkswine, and over the river, then land on the other side!

STUNTMAN

MOVIE#2: A Whoopin' and a Hollerin'



Line up straight on the ramp, gun the gas, and let gravity do the rest. You land heavily on the other side, so turn left as soon as you can.



Run between the two vertical yellow lines of the final vertical checkpoint line. For added speed, E-Brake around the right checkpoint line.



Gain speed on the huge concrete fly-over. Accelerate toward the massive gap as fast as you can. Make this penultimate stunt count!

STEP #18: ACCELERATE TO MAKE THE JUMP! USE THE NITRO!

Difficulty Level: Hard



As you gain speed, line up with the middle of the ramp ahead. Once you're on the right trajectory, wait until the yellow square appears and hit the nitro (L1).



You gain a massive speed boost, hit the ramp, and sail through the air. If you were lined up completely straight, you land on the freeway section across the ravine.

CAUTION

If your jump was off, even slightly, you'll either glance off the second freeway section and tumble into the mud, or fail to reach it at all.

STEP #19: STOP!

Difficulty Level: Medium



Finally, come to a complete standstill within the yellow square on the far freeway platform. Stop with your entire vehicle inside the square to complete the scene.

CAUTION

If you didn't hit the ramp perfectly, you may reach the second freeway and roll. If this happens, just hang on and hope! You eventually rest in the yellow square, and if you're right side up, you succeed!

THAT'S A WRAP!

100 Percent Time Bonus to Beat: 13:00 Seconds

100 percent complete gives you:

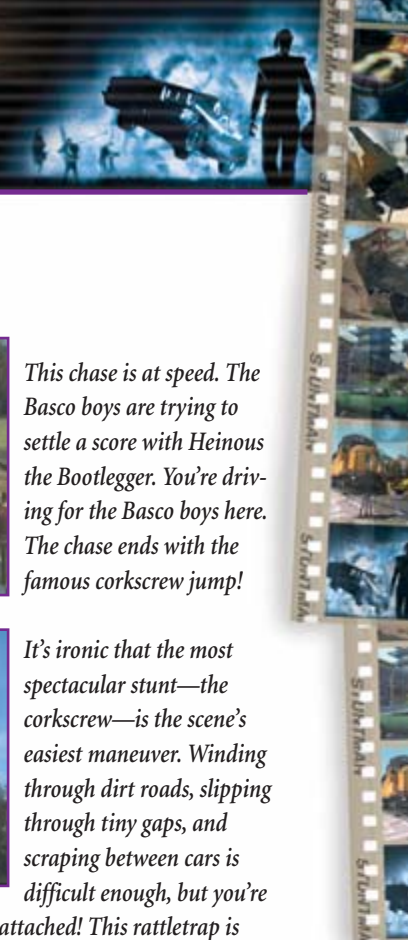
New Car!

Yellow American Hotrod

New Toy!

Van





STUNT #2: THE CORKSCREW



This chase is at speed. The Basco boys are trying to settle a score with Heinous the Bootlegger. You're driving for the Basco boys here. The chase ends with the famous corkscrew jump!



It's ironic that the most spectacular stunt—the corkscrew—is the scene's easiest maneuver. Winding through dirt roads, slipping through tiny gaps, and scraping between cars is difficult enough, but you're

saddled with a lame car. You had to check that the steering wheel was even attached! This rattletrap is notoriously difficult to steer, taking strong turns to move left and right. Bear this in mind, and line up long before each stunt.

STEP #1: CHASE THE CAR!

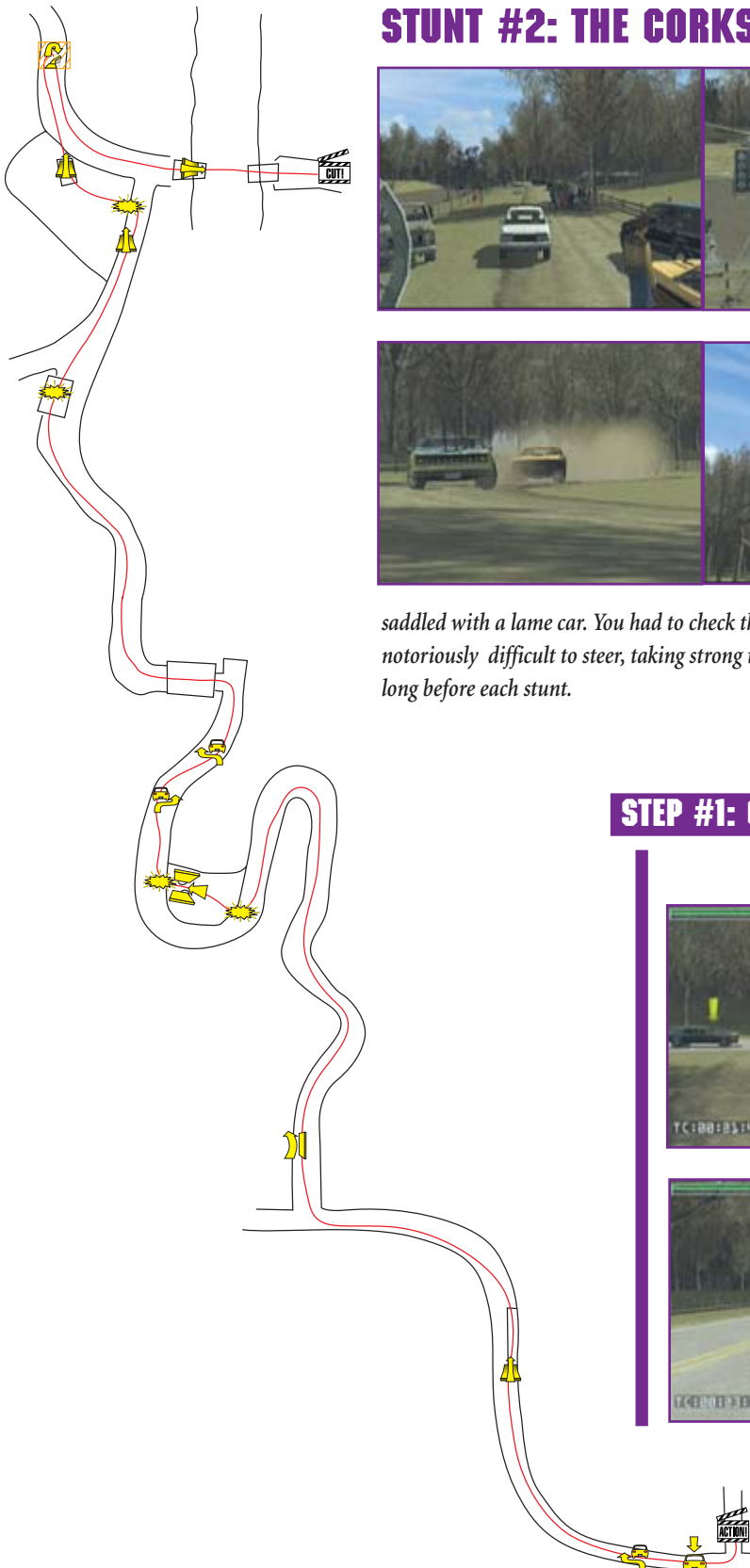
Difficulty Level: Insane!



As this scene begins, Heinous's vehicle zooms past from left to right. Accelerate away, turning sharply right (no braking!).



Now chase Heinous throughout the first three quarters of the scene. If the yellow arrow starts flashing, he's getting too far away, and the scene must be reshot if you don't catch up. Keep this in mind, but concentrate more on the forthcoming stunts.



MOVIE#2: A Whoopin' and a Hollerin'

STUNTMAN

MOVIE#2: A Whoopin' and a Hollerin'

STEP #2: GET CLOSE AND OVERTAKE!

Difficulty Level: Medium



Now on a rather busy country road, floor it, head past the first brown sedan on the left, then swing left past the blue van. This sets up the stunt.



Pass the white van very close to its left side, then immediately move back to the right.

CAUTION

Now you realize how badly this hunk-o-junk steers! A second brown sedan approaches just after the pass, so swing sharply right to avoid hitting it.

STEP #3: THROUGH THE ROAD WORKS AND OVER THE JUMP!

Difficulty Level: Hard



Heinous takes the left bank near the road, but do not follow him. Keep right, zoom past the bus as it passes you on the left, and smash through the barricade.



Keep the car steady as you launch over the pile of earth and over the road works. The barriers sometimes knock you off your racing line, so adjust your trajectory slightly and leap that hole!

CAUTION

Don't follow Heinous—you'll negate the stunt reward for completing the road works jump.

Be very careful attempting this jump. The ramp has curved sides, so if you hit it on the left or right, you'll flip and land the car on its roof.

TIP



Think you're an insane stunt professional? Launch off the ramp on the far right or left, flip 360 degrees, and land on your wheels. This doesn't earn you extra points, but it's impressive!

As you land, the force of the impact smashes the back window. Back on the road, take the long left. If you're doing well, the lead car should be just ahead of you.



Heinous's car passes right of an oncoming jeep, then left around a pickup truck. Hang left, heading left around the blue jeep and staying left as a white van passes.



You could also move to the far right, rolling over the grass and passing the vehicles on the right. However, the angle of the next turn is difficult, and there's more chance of losing control.





The police block the road ahead, so both you and Heinous must hang a sharp right. There's been no need for brakes yet, and even for this turn, just let off the gas and hug the left fence.

CAUTION

As you corner, don't overshoot the turn and hit the fence (or the cop cars), as this slows you down and Heinous gets away, ending the scene. Also, Heinous brakes sharply when he turns, so don't ram him if you're close behind!

STEP #4: GET CLOSE TO THE PICKUP!

Difficulty Level: Insane!



This next stunt is a doozy! As you straighten up and fly down the dirt road, you have Heinous kicking up dust in the distance, a blue van on the left, and a white pickup heading toward you in the middle of the road!



Pass between the vehicles, with the pickup on the right and the van on the left. Line the car up to pass just right of the van as soon as you turn into this road.

CAUTION

Do not pass both vehicles on the right, slow down, or touch either vehicle during this maneuver. If you slow at all, Heinous gets away. This stunt is extremely difficult—only practice and a good racing line can help.



As the chase continues, the dirt road winds left slightly as Heinous passes an oncoming white van. Stay near the grass verge on the left, cut the corner near the left, and pass the van. Don't brake.



The road then takes a slightly sharper right as the director yells for you to keep up with Heinous. Stay right, passing an approaching off-white pickup on the right. Brake slightly for the turn.



Heinous suddenly brakes after a long straightaway, as the road curves almost 180 degrees around a tree thicket. Pass the blue van and get ready to brake!

As you reach the tight 180 U-turn, tap the brakes and turn left sharply, then straighten out. Slide around the corner, gun the gas, and pursue.



CAUTION

Don't slam the brakes, or you'll lose Heinous and possibly hit the inner fence. Don't E-Brake—your traction is appalling and you'll slide sideways into the fence!

The chase continues up a slight rise and veers right. Pass an approaching pickup to the left, then pass a van going your way on the right. Prepare for another police roadblock!



STEP #5: ROUND THE ROADBLOCK AND THROUGH THE FENCE!

Difficulty Level: Medium



The banked road makes this next stunt problematic. Keep the accelerator pressed, aim at the weakened fence, and head straight through it at speed, on a diagonal racing line.

CAUTION

It takes too long to line up perfectly, so slam through this fence at a narrow angle. Don't hit the reinforced regular fence section and stop the scene.

Do not slow at all, or the take will be ruined. Don't follow Heinous through the roadblock either; you have two more stunts before you return to the dirt road!

STEP #6: THROUGH THE TREES!

Difficulty Level: Insane!



Once in the dappled shade, you have two trees to drive through before you crash out of the fence and back onto the dirt track. This happens fast, and you might miss the instructions, so watch out!



The gap between the trees is small, so head left as soon as you smash the fence, turn and face the trees, and plow straight through them, without touching either trunk. Then swerve left to take out the fence.

CAUTION

If you simply charge at the trees in a straight line from the first broken fence, you'll hit a bump and lose control in the hilly area to the right, or hit one of the trees. You *must* swerve left, then back right to line up the tree stunt.

STEP #7: SMASH THROUGH THE FENCE!

Difficulty Level: Medium



This is simple if you missed going through the trees, but if you didn't, turn left, then make a sharp right back onto the dirt. You'll hit an oncoming vehicle if you move into the left part of the road, so stay right! Do not brake, or Heinous will get away!



Stay slightly right as you zoom over the rise and into an incline. Pass the incoming van on the right, and prepare for another overtake!

STEP #8: GET CLOSE TO THE PICKUP AND OVERTAKE!

Difficulty Level: Medium



Continue to gas it, turn left, and pass the pickup truck on the left. Don't hit it, but don't pass it too widely or you'll fail the stunt.

STEP #9: GET CLOSE TO THE VAN AND OVERTAKE!

Difficulty Level: Medium



As soon as you pass the pickup, swerve right and complete an almost identical stunt, passing the white van on the right side. Almost scrape the van's right side, but don't hit or go wide!



Brake as you reach the bottom of the hill, just after passing the white van. Turn left as you do so, and follow Heinous into the covered bridge.

CAUTION

Swerve too late (which will happen the first couple of tries), and you'll hit a fence and get stuck. Heinous will escape, ruining the take. Curses!

Accelerate into the covered bridge and turn right on the other side (without braking). Avoid both the pickup on the left and the jutting fence corner on the right.



Move left as soon as possible past the covered bridge—there's an incoming car on the right. Accelerate as the road veers left.



STEP #10: THROUGH THE BARN!

Difficulty Level: Easy



Heinous's car finishes up with a spectacular crash and launches to the right of a large barn. Follow the two sets of green arrows into the barn itself.



Smash through the weakened barn wall, turning right slightly as you emerge back on the road. Continue to accelerate.

CAUTION

Do not follow Heinous into the pile of crates and barrels—his job is done, but you have more stunts to complete.

STEP #11: JUMP OVER THE ROAD BLOCK!

Difficulty Level: Easy



The road straightens out, allowing you to spot two cop cars ahead. Steer left ever so slightly so you're aiming directly for the ramp to the left of them, and leap it!

STEP #12: SMASH THROUGH THE FENCE!

Difficulty Level: Easy



As you land, you pass a checkpoint (ideally with around eight seconds left). Then turn left (not too sharply!), and plow through the weakened fence, avoiding another roadblock.

STEP #13: JUMP OVER THE FENCE!

Difficulty Level: Easy



Once through the fence, aim for the small stone ramp back onto the winding dirt road, and launch over the fence onto it. This is extremely simple compared to the lunacy you just completed!

STEP #14: 180 DEGREE E-BRAKE!

Difficulty Level: Easy



As you race up the road, two more smokies appear, prompting the director to yell for an E-Brake. Oblige by slamming ● and turning 180 degrees inside the yellow box. Don't use ■, and accelerate as soon as you face the opposite direction.



MOVIE#2: A Whoopin' and a Hollerin'

STUNTMAN

MOVIE#2: A Whoopin' and a Hollerin'

STEP #15: OVER THE CORKSCREW!

Difficulty Level: Easy



Continue as the road winds left, and spot a broken bridge ahead, twisted to form a ramp for a corkscrew. Aim for the ramp and hit it straight on!



You rotate through the air and land on the ramp across the river. From here, race through the final checkpoint, and the scene is complete!



This scene requires driving along carriage roofs, dropping into the flatbed, and at the end, getting off the bridge in time to dodge the train but late enough to look good.



CAUTION

Even a slight angle to the left or right, or too little acceleration, can ruin the corkscrew. Gun the gas. If you're tumbling out of control as you land, just hope you pass the checkpoint before the timer runs out!

THAT'S A WRAP!

100 Percent Time Bonus to Beat: Not Available

100 percent complete gives you:

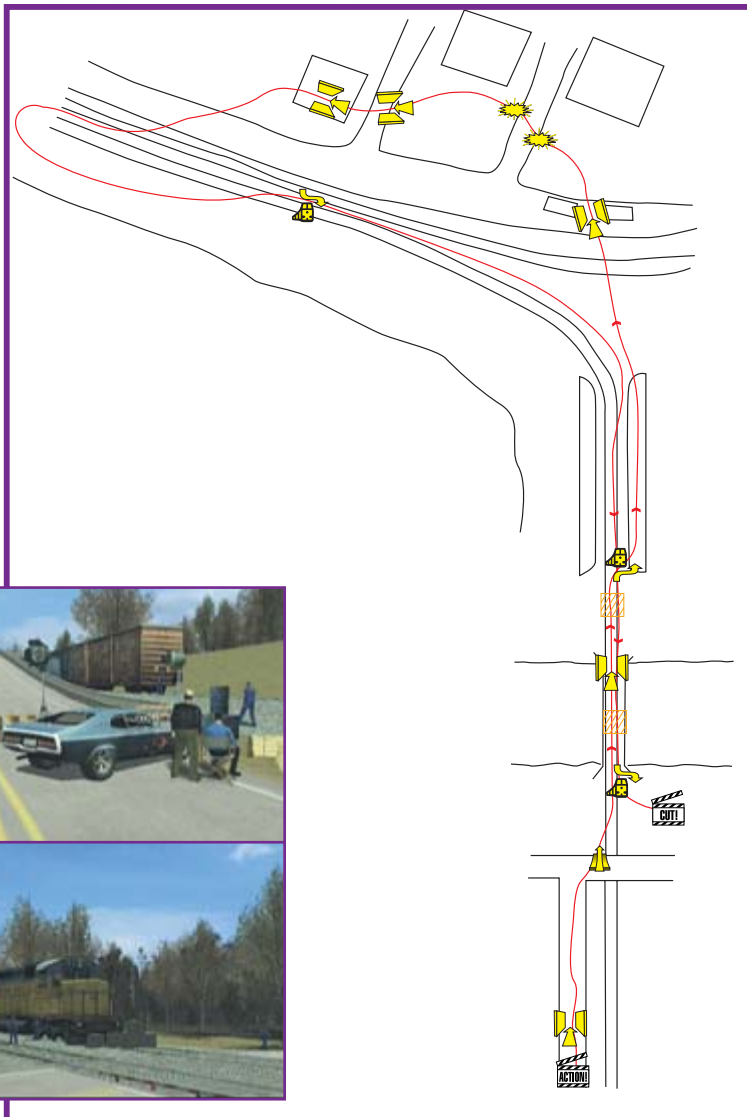
New Car!

Orange American Hotrod

New Toy!

Ramp #8

STUNT #3: TAME THE TRAIN





You're driving as Heinous, in his souped-up charger. The good news is that this car handles better than the orange beast, and has a greater top speed. The bad news is you must land precisely on top of a train. Even the tiniest mistake can send you crashing. It's hard to get close enough to the train and then swerve to avoid it. This scene is difficult—for the first hour you'll be a gnashin' and a wailin'. The whoopin' comes later.

STEP #1: THROUGH THE GAP!

Difficulty Level: Easy



Power down the tarmac, passing a yellow bus. Stay right, turning left as you pass, and aim between the two parked cars.



Through the gap, swiftly turn right, dodging the oncoming green car, then swerve left to avoid the van on the right. Neither move requires braking, or breaking a sweat.



Head up the off-ramp, turning right slightly to avoid the jeep on the left. Aim your racing line right, just left of the right corner atop the off-ramp.

STEP #2: THROUGH THE ROAD WORKS! AIM FOR THE TRAIN!

Difficulty Level: Insane!



You can miss the white van as it moves from right to left. You pass right of it just after it moves—as long as you aim at the checkpoint. Ease off the gas for a millisecond just before the van passes.



Do not brake during the speed up the ramp, and aim squarely for the space between the checkpoint number (to the right), and the yellow vertical line (on the left).



With enough speed, you land on top of the train, inside the yellow rectangle. Once on top of the train, accelerate immediately, and straighten up perfectly.

CAUTION

There are various ways to completely nix this stunt. Drive too slowly and you'll miss the last train carriage. Drive off the road works at the wrong angle (pointing left or too far right), and the car falls off the top of the train. This always results in failure.



Quickly speed up, and drop down onto the flatbed as the train races through the station. As you pass over the bridge before the drop, make sure your car is straight—this is vital!

MOVIE#2: A Whoopin' and a Hollerin'

CAUTION

If your car isn't straight, you're likely to tumble off the flatbed. That isn't in the script.

Another bridge appears ahead, and there's only room for the train underneath it. If you're too slow in dropping down off the top of the train, your car gets knocked off. Retake!

STEP #3: OFF THE PLATFORM!

Difficulty Level: Hard



Once you land on the flatbed, you see an "overtake" logo on the carriage in front, and green arrows on the platform to your right. As soon as the platform appears, start the stunt.



Drive off the flatbed, making sure you're near the carriage in front. Turn right, then immediately left and straighten up on the platform.

CAUTION

Turn right and start the left turn immediately so you end up parallel to the train. Turn too late? You'll hit the mesh while partially on the train and spin out. Too little gas? The train's inertia grabs your back wheels and you'll spin, too.



At the end of the platform, ram the barrels and drive onto the grass through the checkpoint with around eight seconds to spare. Now for some rampaging through town!

STEP #4: BETWEEN THE CARS!

Difficulty Level: Hard



Now complete four stunts in quick succession. Continue driving straight ahead, pass the pole on your right, and aim between the car and the truck.

CAUTION

Stay left in the gap. The lamppost almost directly behind the gap isn't deformable, so aim to the left of it, and prepare for another stunt.

STEP #5: THROUGH THE SIGN!

Difficulty Level: Easy



After the lamppost, move right slightly and aim for the sign ahead. During this romp through the town, keep your accelerator firmly pressed—don't slow down at all!

STEP #6: HIT THE TABLES!

Difficulty Level: Easy



Another slight right twitch is all that's needed to slam through a table. Catch it with your right fender, then aim slightly left.

STEP #7: THROUGH THE GAP!

Difficulty Level: Easy



Keep your speed constant and rapid, and you should have little trouble negotiating between a green station wagon and a truck. Ease off the accelerator here if you must.

STEP #8: THROUGH THE CAR WASH!

Difficulty Level: Medium



Immediately after the gap is a car wash. Barrel through the middle stall. After that, head back onto the train tracks.



Once through, head straight over the first curb—if you make an immediate left, you'll hit a raised area and lose control. There's still no need to slow down! Floor it!

CAUTION

Don't hit the first or third stalls—there are cars in there! Also, don't ignore the "in town" stunts, as they provide a good driving line for the next maneuver.



Once out of town, keep straight to cross the train tracks as a locomotive trundles toward you! Zoom between the two poles shown above.

Accelerate through the checkpoint with around six seconds on the clock. Aim your car so it just misses the right corner of the stationary train. Brake immediately.



CAUTION

This is the most dangerous stunt so far. Zoom through at an angle. If you move perpendicular to the trains you won't have time to pass between them. Once through, *brake*. Don't E-Brake or you'll skid into the green arrows.



Spot a checkpoint through the trees. Hug the left side of the railroad and accelerate through the checkpoint. You can reach it before it starts to count down!

STEP #9: DRIVE BETWEEN THE TRAINS!

Difficulty Level: Medium



This stunt is easier than it sounds. You must move to the left of the oncoming train, and drive down the gap between it and the other train.



You don't need to be right next to the oncoming corner of the train for the stunt to work; just be relatively near as it passes. Sideswipe the left train to straighten out just before you pass.

CAUTION

The left train has metal railings that jut out. These can spin your car around and into the train. Continue to speed between the trains as you head back to the station platform.



Continue around as the right train's last carriage passes you. Ahead are train tracks flanked by the platform. The checkpoint indicates where you need to be. Head onto the tracks. Optionally ease off the gas so you're straight before hitting the checkpoint.

Straighten your racing line to face directly down the track, and accelerate continuously. Now comes the finale for A Whoopin' and a Hollerin'...playing chicken with a train!



STUNTMAN

MOVIE#3: Blood Oath

STEP #10: OVER THE BRIDGE, DODGE THE TRAIN!

Difficulty Level: Hard



Gun the gas and head over the bridge. The train speeds at you—looks like you'll be dodging first!



As soon as you reach the far side of the bridge, turn left, as if passing a car. With reasonable timing, you can pull this off and hit the checkpoint almost every time. Now collect your pay—you've earned it!

CAUTION

The consequences of failing this stunt are almost too alarming to contemplate. If you turn too late, brake as you turn, E-Brake, turn too savagely, or simply ram the train, your car gets tossed about like a rag doll. Start the scene again!

THAT'S A WRAP!

100 Percent Time Bonus to Beat: 11.30 seconds

100 percent complete gives you:

New Car!

Heinous's Hotrod
Gray Pick-up Truck

New Toy!

Remote Car

Excellent work! You've managed to give the A Whoopin' and a Hollerin' director exactly what he needed. Now go ram a few cars in the Stunt Arena Scene and check out the completed Trailer. Then report to bustling Bangkok, Thailand, for your next assignment.



MOVIE#3: Blood Oath

LOCATION:
Bangkok, Thailand



Welcome to the embattled streets, shanty market stalls, narrow alleyways full of interesting smells, and the latest in import car action...at least to begin with. The first two scenes of this action/martial arts/driving

masterpiece have you driving haphazardly through a crowded freeway, and then through a busy town, swerving to avoid traffic and smash deformable obstacles. Fortunately, you control two excellent vehicles. The final two scenes, however, feature the same narrow streets (and rooftops!) populated by people, cars, and boxes, but you drive a three-wheel taxi called a Tuk Tuk.

NOTE

Founded as a trading post in the 16th century, Bangkok became the capital of Thailand in 1792. During the 19th century, temples were built in a frenzy under the rule of Rama III, but Bangkok became most infamous during the 1960s as a "relaxation spot" for Vietnam soldiers. Although hit hard by economic problems, it's still the financial heart of Southeast Asia, ripe for rival gangs amid the hustle and bustle of city life.

STUNT VEHICLES



White Import Sedan #1

Used in: Stunt 1
Speed: Good
Handling: Excellent
Braking: Excellent
Size: Small



White Import Sedan #2

Used in: Stunt 2
Speed: Excellent
Handling: Excellent
Braking: Excellent
Size: Medium



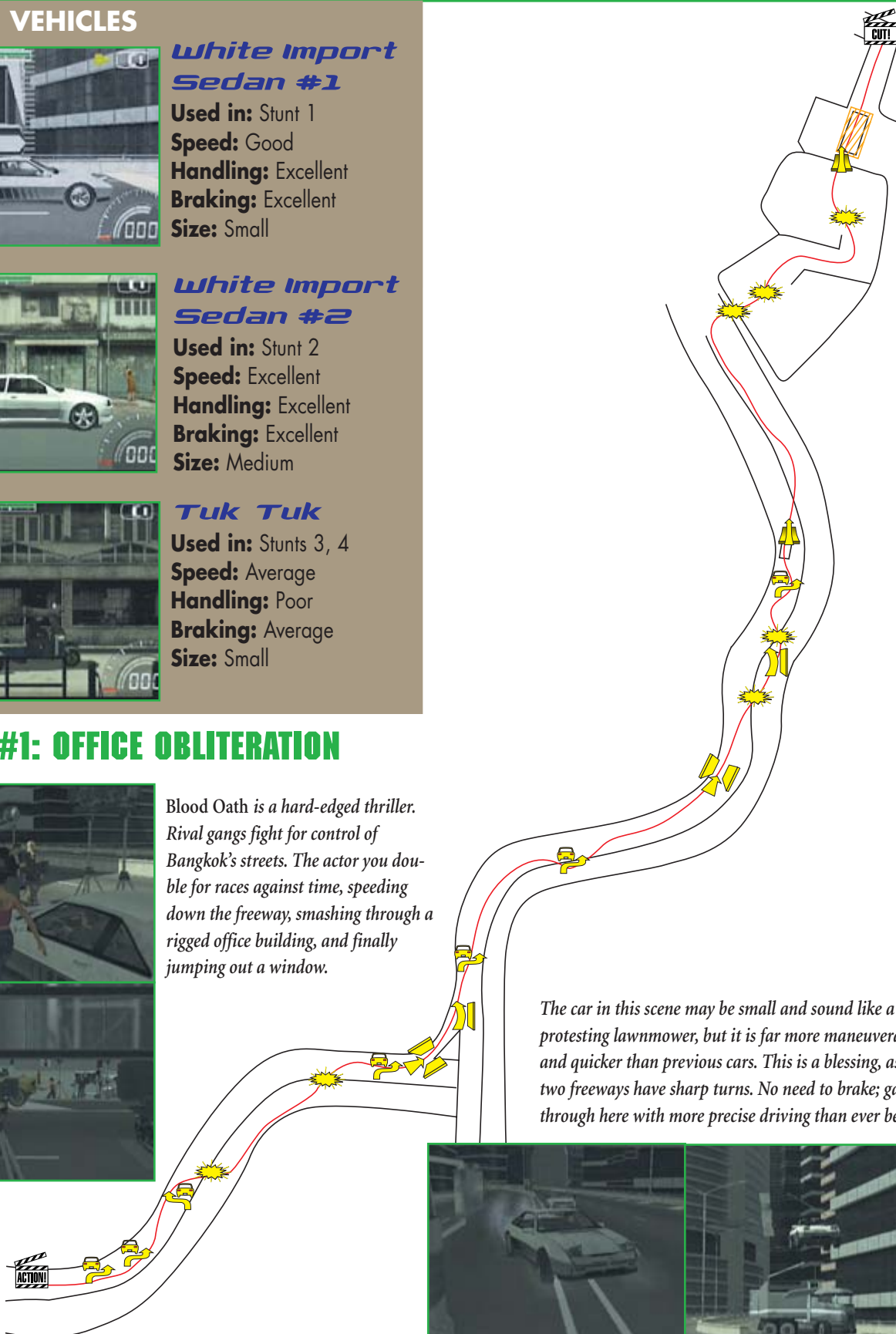
Tuk Tuk

Used in: Stunts 3, 4
Speed: Average
Handling: Poor
Braking: Average
Size: Small

STUNT #1: OFFICE OBLITERATION



Blood Oath is a hard-edged thriller. Rival gangs fight for control of Bangkok's streets. The actor you double for races against time, speeding down the freeway, smashing through a rigged office building, and finally jumping out a window.



The car in this scene may be small and sound like a protesting lawnmower, but it is far more maneuverable and quicker than previous cars. This is a blessing, as the two freeways have sharp turns. No need to brake; gas through here with more precise driving than ever before!



MOVIE#3: Blood Oath

STEP #1: GET CLOSE AND OVERTAKE!

Difficulty Level: Easy



As you accelerate away from the starting point in the middle of the three left lanes of a six-lane freeway, point the car toward the white van ahead.



Pass it on the right, making sure you don't clip it, but don't pass wider than the yellow marking. Stay in that zone to make the stunt count.



Continue to floor it as you weave through the traffic. For the best racing line, pass the open-topped van to the right, in the middle lane.

STEP #2: OVERTAKE!

Difficulty Level: Easy



Now overtake the white-and-blue van on the right. Stay close (no yellow circle this time). Continue at speed.

STEP #3: OVERTAKE!

Difficulty Level: Easy



Just as you pass the van, move left slightly to line up the next car you're overtaking—a yellow-and-green taxi. Swerve left around it.

STEP #4: THROUGH THE BARRIER!

Difficulty Level: Medium



Now ram the weakened concrete barrier separating the two halves of the freeway. Yes, you must drive against the traffic!



Once past the taxi, swing right. Keep hammering the gas, and you'll tear through the barriers in a second. If you fail to hit this barrier, you must retake the scene.

CAUTION

Watch the bus! As soon as you slam through the concrete, a bus traveling at speed zooms straight at you. Pass it before it reaches you, and head for the freeway's far right. If you don't, the crash is spectacular, but not what the director had in mind!



As the concrete debris finally settles, stay on the far right shoulder, hugging the concrete outer barrier. Continue to accelerate.

CAUTION

You also can weave through oncoming traffic by staying in the middle lanes and swerving as cars near you. However, this wastes time, is much tougher, and makes a future racing line harder to complete.

Almost immediately, you pass a blue-and-red taxi while slammed against the hard shoulder. Stay straight and hug the barrier, moving toward the checkpoint. Avoid a white car just as you pass through it (ideally with five seconds to go).





Another car races dangerously close to you, but keep hugging the right wall barrier. Continue to do this until you pass a yellow-and-green taxi and see green arrows ahead. Then point your car left.

STEP #5: BACK THROUGH THE BARRIER!

Difficulty Level: Medium



Slam through the hashed barriers and back onto the left part of the freeway. Don't dawdle; an oncoming blue-and-red taxi passes just to your right as you hit the barrier—if you lined up the stunt correctly!

STEP #6: OVERTAKE!

Difficulty Level: Medium



Move to the left lane, but not into the hard shoulder, and continue to accelerate. Pass a white van on your right, then weave around a taxi, almost scraping it with your left side.

CAUTION

Didn't gas the car enough? Then the taxi will have moved past the freeway exit, and your shot will be ruined. You *mustn't* slow down during these stunts!



The director shouts "left bend!" Oblige him, heading up the off-ramp in the left lane, and passing a blue van on the way through the checkpoint. Hit it with six seconds to go.

STEP #7: SCRAPE ALONG THE BUS!

Difficulty Level: Medium



As you exit onto the second freeway, sideswipe the large green bus's front left quarters. Keep your speed up!



Slam into the bus without losing control by turning to look ahead just as you're about to hit. Don't brake at all—just hit it!

STEP #8: SQUEEZE PAST TRUCK!

Difficulty Level: Easy



You see two large trucks ahead. Weave to the left of the first one, and to the right of the second. Stay close to the second as you pass its back end or the stunt will fail.

CAUTION

If you've slowed down at all during the previous stunts, these trucks will be too much farther along.



As the freeway veers right, hug the central divider area, and pass closely (but don't hit) a green-and-yellow taxi. Don't swing left.



MOVIE#3: Blood Oath

STEP #9: OVERTAKE!

Difficulty Level: Hard



Passing the white car isn't the problem, providing you stay along the freeway's central part.



The truck heading straight at you is the problem! Swerve left as soon as you pass the white car. Stay on the right only for an instant.

CAUTION

As usual, it's all about keeping your speed up. If you brake, even for a moment, the white car may be too far along the freeway, ruining the trick. Stay on the gas, and don't hit the truck!



On the left, there's a little breathing room as you shoot toward the next checkpoint. Pass the taxi and head through with around seven seconds to spare.

STEP #10: SQUEEZE PAST TRUCK!

Difficulty Level: Easy



As soon as you pass the checkpoint, point left slightly, and accelerate toward the gap between the truck and the left barrier. Scrape the barrier if you need to.

STEP #11: THROUGH THE BARRIER!

Difficulty Level: Easy



The freeway curves left until you spot green arrows pointing right and another middle barrier to smash through. This is straightforward—aim for the "smash" icon.

STEP #12: GET CLOSE!

Difficulty Level: Medium



Now accelerate into the oncoming traffic, staying in the lane just right of the middle one. Pass a truck on the left, almost touching it.



Veer right just after the truck so you don't hit the van just behind it to your left. Failing to spot this van can cause a scene-ending crash!

STEP #13: BACK THROUGH THE BARRIER!

Difficulty Level: Easy



Now swing back through the middle barriers, back onto the left lanes. Do this immediately, but don't turn too sharply. Be in the right lane as you hit the flow of traffic in your direction.

CAUTION

Watch out! A green bus appears just as you strike the barriers and get back into the left lanes. If you brake at all, you're likely to interact with this vehicle, which isn't part of the plan.

STEP #14: OVERTAKE!

Difficulty Level: Easy



This part is easier. Stay in the right lane of the freeway, keep it floored, and pass the taxi on the right.



Pass the taxi before zooming through the next checkpoint (usually with around seven seconds to spare). Now line up with the truck ahead of you. You have plenty of time.

STEP #15: INTO THE BACK OF THE TRAILER AND OUT!

Difficulty Level: Medium



Make sure you have an excellent straight line directly into the open trailer, and then head up the ramp, and right through the trailer's roof! You fly over the central divider.

CAUTION

It is vitally important to achieve a good racing line here. If you hit the ramp facing slightly left or right, you'll roll. If you're even slightly off hitting the ramp, you'll ram the trailer.



As soon as you land on the freeway, you see oncoming cars. Zip to the left. Hug the central divider as a white car passes you.

STEP #16: THROUGH BARRIER AND INTO BUILDING!

Difficulty Level: Medium



Now leap a tiny gap between the freeway and into an office building. Stay left on the freeway until the green bus passes, then swing right. This is the first time you should brake.

CAUTION

Timing is everything. Wait too long, and a truck will hit you as you try the jump. If you stay on the right and try the jump, you may hit the barrier or fall through the gap between freeway and office.

STEP #17: THROUGH THE OFFICE!

Difficulty Level: Easy



As the business-suited types shriek and scatter, smash the desk with the icon on it—you may have to turn right slightly.



Head left, gunning the gas, and pass through the checkpoint at around seven seconds to go. Then make a sharp right through the office connecting corridor, follow the left wall and move diagonally before turning left into the office suite itself.



MOVIE#3: Blood Oath



The stunt's second part involves hitting one of the remaining desks in this suite. Aim for the one with the icon, and line up the window jump.

STEP #18: ONTO THE TRANSPORTER!

Difficulty Level: Medium



With all the shattering tables and people running, don't lose focus of the final stunt. Line up the leap out of the window perfectly, and you'll land on a transporter.

CAUTION

Head out of the building at the same angle you entered, and you'll get stuck in an alcove. Jump to the right, and you'll hit a building.



However, even if you don't land on the transport, you can still claim the stunt by moving your car into the yellow rectangle. Then just accelerate at the final checkpoint. Nice work!

THAT'S A WRAP!

100 Percent Time Bonus to Beat: 11:08 Seconds

100 percent complete gives you:

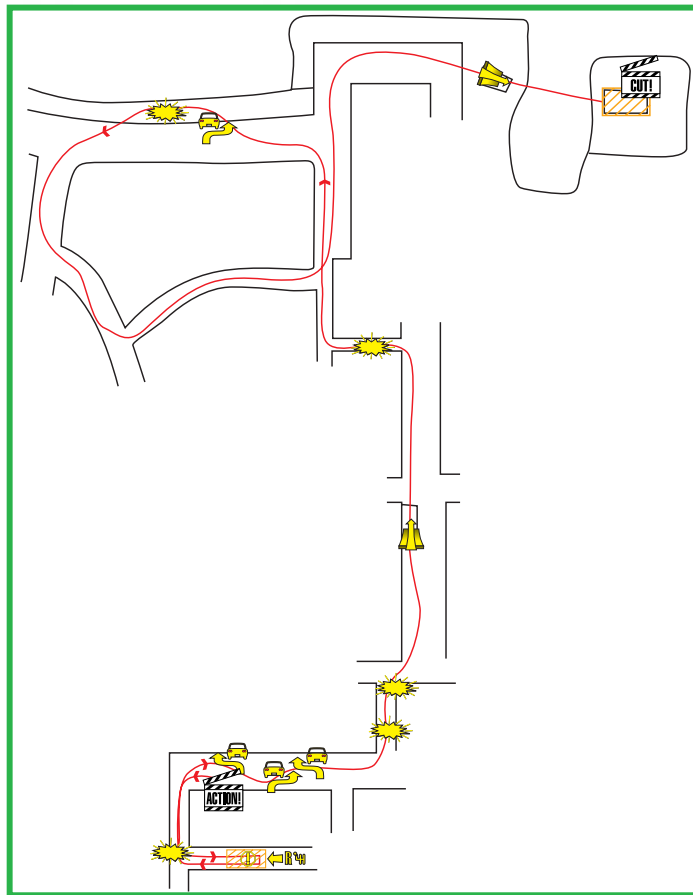
New Car!

White Import Sedan #1

New Toy!

Fire Ring

STUNT #2: DOWNTOWN DASH



This scene is a high-speed chase with high performance cars through the confined spaces of downtown alleys. Two cars are after you for most of this sequence. In one of the most complex sections, you need to drive up the back of a transporter and jump from the roofs of trucks.

Then, you have to clear a junction. Shake your tail by making a water jump at the end.



One of the game's best-handling cars is required for this nightmare romp through town. There's precision reversing, a perfect weave through vehicles, a ramp, and then a lengthy series of maneuvering through checkpoints. Finally, the jump onto the truck must be taken at the correct speed for a perfect landing.

The green arrows point your way—accelerate hard and make a left turn, staying as close as possible to the lamppost on the left corner. Do not ease off the gas!



Take the first left, almost immediately, into the alleyway. Corner another lamppost as close as you can. Complete both these turns at full speed.



STEP #1: SPEED REVERSE!

Difficulty Level: Medium



An enemy car approaches, and a braking zone appears. Slam on the brake (■) and continue to hold it. This automatically brings the car into reverse.

CAUTION

You will fail your stunt if you brake too early or too late—the front of the car must stop inside the yellow rectangle, but don't overshoot it! Now remember your controls are reversed when you back up!

STEP #2: BACK INTO THE CAR AND SPEED AWAY, FORWARD GEARS!

Difficulty Level: Medium



Slam the car into reverse. You don't really need to look back (L2 and R2), but you can. As you back up, press ■ constantly to increase speed, and turn right slightly as you exit.



The reason for the slight turn is that if you ram the second enemy car at an angle, the inertia turns you left, allowing you to escape the way you came.



The instant you connect with the enemy car, slam X, turn left, and head back the way you came. When you become proficient, start the acceleration just before you hit the car, so you spend the least amount of time in the wreck.

CAUTION

Learn to reverse if you're having trouble. Don't hit either alley wall as you reverse, or you'll get stuck. Reverse too slowly, and you'll only glance the car behind, and be hit by the car that's chasing you!



As you race back around the right corner, corner as close to that lamppost as possible—the timing of the next stunt depends on it!

STEP #3: SWERVE THROUGH THE TRAFFIC!

Difficulty Level: Insane!



Get ready for the ride of your life! As you turn the corner (no braking or E-Braking required), spot a blue-and-red taxi. Pass left of it as soon as possible, staying close to its left side.



As you pass the car, swing right (if you're feeling fearful, ease off the gas), around the truck in front of the taxi. Accelerate!



Finally, and this is the insane part, squeeze through the gap between the left truck and another one that's heading right at you! With speed and timing, you'll swerve between them.

CAUTION

Don't worry about staying near the final truck—just worry about squeezing through the gap. Failure results in an impressive, but nonscripted, carnage-filled crash of twisted car parts.

Don't ignore this stunt and zoom down the left of the roadway—poles impede you. If you make the turn at the lamppost too wide or stop accelerating at all, you won't have time for the third maneuver. Floor it!



Assuming they aren't scraping your car off the road for another take, start a sharp left turn as soon as you spot the green arrows. Blast through the checkpoint in mid-turn, and head down the alley. Don't brake or turn early—you'll hit the left corner of the alley building.

STEP #4: INTO THE TRASH CANS!

Difficulty Level: Easy



Make sure you hit the trash cans on the left, halfway down the alley, then turn diagonally right slightly for the other cans. Do not slow down!

CAUTION

Exit the alleyway to the right of the opening, as one of the enemy cars blocks the left two-thirds. Fail to spot the car, and you'll hit it, wasting time and speed.



Zip out of the alley, making a medium right around the building ahead, into a main road, and around the right side of a green SUV. Stay in the middle of the road to avoid sidewalk obstacles. You may need to ease off the gas.

STEP #5: OFF THE TRANSPORTER, TO THE TRUCK!

Difficulty Level: Hard



Gun the accelerator, make sure you're well clear of the green SUV, and zoom up to the transporter. Take the ramp completely straight.



As you fly through the air, stop accelerating, and wait for the car to land on top of a truck's container. The car bounces off the end, onto an SUV's roof, and back onto the ground. Accelerate again as you hit the SUV.

CAUTION

Landing the car after the jump is the most difficult aspect. As long as your racing line is straight, you'll be fine. Hit the ramp at even a slight angle, and you'll hit the side of the truck and cartwheel along.

Sometimes this cartwheeling deposits your car on its wheels, meaning you can still hit the checkpoint and continue. But usually you land on your side or roof, or become stuck in a building.

Don't miss the ramp and continue along the roadway, as a green bus screams out of a side street and rams you. You jump this vehicle when you take the ramp.

STEP #6: INTO THE TRASH CANS!

Difficulty Level: Easy



As you land, race for the checkpoint and hit it with around seven seconds to spare. Brake slightly and turn sharply left into an alley. Stay left and demolish the trash cans.



Now ease off the gas and make a sharp right. Straighten up so you don't hit the corner of the building to your left. Accelerate down the alleyway.

Swing left, perhaps easing off the gas, and stay close to the building's left corner. Back on a main road, stay left of the first truck.



STEP #7: SWERVE THROUGH THE TRAFFIC!

Difficulty Level: Medium



After staying left of the first truck, swing right and accelerate between it and the front of the second truck. Keep as close to the second truck's right front as you can. Don't hit it!

STEP #8: ONTO THE SIDEWALK!

Difficulty Level: Easy



Swerve right, past the telegraph pole, onto the sidewalk, and slam into the stall. Then head left toward the checkpoint, passing left of a second telegraph pole.

CAUTION

Steady on the steering, stuntman! If you swerve too far to the right while aiming at the stall, you could end up in the water, as the railings are missing by the stall! The telegraph poles also halt your progress.



Once through the checkpoint, zoom left down the road without braking, watching for the taxi on the right side. Stay left of it, and take another corner. Braking isn't needed.



As the director yells, head left into the alley, through the checkpoint. Take this turn at extreme acceleration. Continue down the alley at breakneck speed.

CAUTION

Watch out for the open garage door on the right alleyway wall as you enter. If your racing line is off, you may clip the far wall with your right side and come to a crashing halt.



The alley bends right. Keep the speed up and make the sharp left at the end. You may wish to brake here. Don't E-Brake or you'll end up boxed into the stepped building you passed earlier.

Fly back onto the tarmac, but instead of heading left, follow the road to the right, making a competent right turn. Don't hug the right corner of the building, as a taxi appears here.



STEP #9: MAKE THE JUMP!

Difficulty Level: Insane!



As you swerve right, a green SUV slowly moves out of your way. Ignore it. Behind it is a ramp leading to the car carrier.



To make this difficult jump, hit the ramp precisely in the middle, facing directly forward on the racing line. However, speed is important. Hit the ramp traveling between 50 and 60 mph.



If you're precise, you hit the back of the left truck's hood, and bounce back onto the flatbed. Release the gas while you're airborne, and don't brake—this reverses you off the truck!

CAUTION

This stunt is insane because you must hit the jump perfectly, and at an appropriate speed. If you mistime the leap, you'll miss the truck, overshoot, bounce into the water, or total the vehicle.

THAT'S A WRAP!

100 Percent Time Bonus to Beat: 10:56 Seconds

100 percent complete gives you:

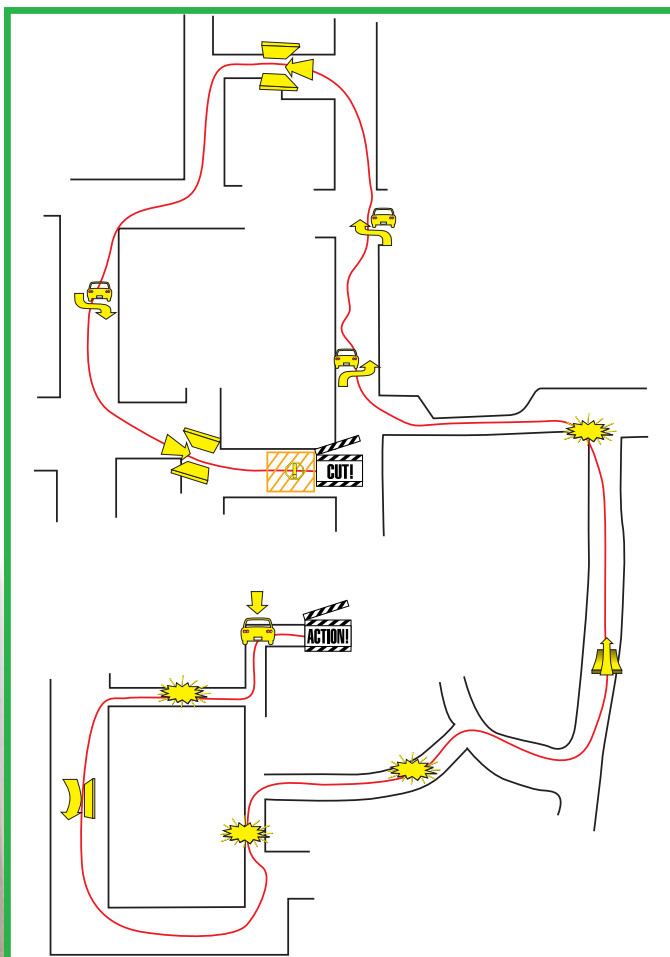
New Car!

White Import Sedan #2

New Toy!

School Bus

STUNT #3: TUK TUK CHASE



This unusual chase involves three-wheeled cabs called Tuk Tuks. Stay close to the lead to make the chase look realistic.



Forget everything you learned about driving high-performance cars in the past two scenes—the Tuk Tuk is much less technologically advanced. As this entire chase involves keeping up with the lead Tuk Tuk, don't brake—except for one very important exception! The easiest way to corner in this vehicle is

to stop accelerating as you turn, then floor the gas again.



STEP #1: CHASE THE TUK TUK!

Difficulty Level: Hard



From the starting point in the alleyway, accelerate, ease off the gas, and turn sharply left. Flick your analog stick right and realign your racing line if you overcompensate the corner.



Keep the lead Tuk Tuk almost in viewing distance throughout this scene. But concentrate on the corners and stunts rather than eyeing the lead vehicle, as this can distract you.

STEP #2: HIT BOXES!

Difficulty Level: Easy



Take the first right, following the Tuk Tuk down a second alley. To the right, halfway down the alley, are some boxes. Clip the left half of them. Take the next corner wide.

STEP #3: CLOSE TO THE CAR!

Difficulty Level: Hard



Once on the main road, straddle the dotted white road line. Aim for the green-and-yellow taxi on the left, passing between it and an incoming taxi.



This stunt is easier if you line up with the left taxi. You'll still be close enough to the right one to score. Then accelerate away.



Take the next corner by turning left sharply while easing off the gas. Hit the gas as soon as you complete the 45-degree corner, and straighten up. Turn as close as you can to the parked truck on your left.



Follow the Tuk Tuk around the square-shaped roadway, taking the hard left into the alley. Turn so you almost hit the parked small canopy truck as you head left.

STEP #4: ONTO THE SIDEWALK, HIT THE BOXES!

Difficulty Level: Medium



Spot those boxes on the left side near the steps, then mount the sidewalk and smash into their right side. This lets you take the next corner at a wider angle.

STEP #5: HIT BOXES!

Difficulty Level: Easy



The lead vehicle speeds right, so ease off the gas, turn sharply, and follow. Ahead of you, the alleyway curves to the left, with boxes appearing halfway down.



Hit the boxes while traveling straight down the middle of the alley. Don't stop accelerating.



MOVIE#3: Blood Oath

Follow the lead vehicle as it makes a fairly sharp right turn out of the alley. Stop accelerating for only a second.



As you emerge, straighten up and aim between the lamppost on the right and the building on the left. You mount the pavement as you pass through.



CAUTION

Do not brake or oversteer (which the Tuk Tuk is prone to do) as you corner, or you'll face the parked truck. The space between the truck and the lamppost is too slim for the Tuk Tuk. Don't hit the lamppost either!

STEP #6: HARD LEFT INTO MARKET! JUMP!

Difficulty Level: Hard



As you pass the building on the left, make a wide left into a tiled market street. Turn wide so you appear on the right side of the street, and line up with the ramp.



The aerodynamic inefficiency of the Tuk Tuk becomes apparent at the jump. You must have a relatively straight racing line, and stop accelerating as soon as you leave the ramp.



Wait for the Tuk Tuk to land and stabilize onto all three wheels, then accelerate to the end of the street.

CAUTION

Launching off the ramp at an angle usually results in your Tuk Tuk hitting a building, a post, or landing on one wheel and flipping over. This also occurs if you keep on the gas when you land, so ease off!

STEP #7: THROUGH THE SHOP CORNER!

Difficulty Level: Medium



Point your vehicle slightly left and zoom down the street. A truck moves from right to left, blocking your way. Line up to hit the vertical wood pillar of the shop corner.



Brake here, as you have to make a left turn as you hit the corner. You can powerslide, but you usually overshoot with the E-Brake.

Once through, straighten up and turn left until you spot the alley ahead, and accelerate through it. Don't stop or hit either wall.



Back on the road, swerve left so you don't hit the pole on the sidewalk.

Then swerve tightly to the right, ending up in the middle of the road.



STEP #8: SWERVE THROUGH THE TRAFFIC!

Difficulty Level: Medium



You must swerve around two trucks in this packed road. Move slightly left of the central white dotted line, and squeeze right of the taxi and left of the truck.



Keep accelerating along the right side of the street, and pass the blue truck on the left, close to its right side. Then prepare for an abrupt left.

CAUTION

Don't try to zip down the sides of the road, as poles and other obstacles will stop you. Once you learn the sharp left and right weaving, this stunt becomes simple.



A tight left turn comes immediately after the truck. Use the green arrows and the lead vehicle's tire marks as guides. Don't oversteer and hit either wall; aim for the middle of the alley.

STEP #9: THROUGH THE CORRIDOR!

Difficulty Level: Easy



As you race down the alley, it suddenly becomes a lot narrower! Don't hit the green trash cans or you'll lose control; aim for the opening and zoom through!

CAUTION

The lead vehicle slows during the sharp left turn. Do not hit it!

Make the sharp left at the end of the corridor, and brake to avoid the right wall. Don't hug the left wall and slide out—you could get stuck in an open garage!



Follow the Tuk Tuk out of the alleyway, checking the green arrows pointing right. Swerve out into the main road, and keep right of the center line.



STEP #10: SWERVE THROUGH THE TRAFFIC!

Difficulty Level: Medium



Keep the racing line forward, just right of the central dotted line, and accelerate, swerving right between the two trucks. Stay near the right sidewalk to avoid the approaching taxi.

STEP #11: THROUGH THE GAP!

Difficulty Level: Easy



After the taxi, turn sharply left, and line up with a narrow gap on the right sidewalk near the road junction ahead. Floor the gas and shoot through—the gap is wider than it looks.

STEP #12: BRAKE!

Difficulty Level: Hard



Head through the gap, across the connecting street, and down the wide (and mainly deserted) road. Ahead, the lead vehicle crashes into a truck with an impressive explosion!



You're supposed to brake to end the scene, but the director yells this order very late. If you're traveling at speed, you'll overshoot the appearing rectangle and nix the final stunt.



Brake as you pass the stationary white car on your left. As you enter the rectangle, turn left slightly to slow you down.

THAT'S A WRAP!

100 Percent Time Bonus to Beat: Not Available

100 percent complete gives you:

New Car!

Tuk Tuk

New Toy!

Ramp #9

STUNT #4: ROOFTOP RUMBLE



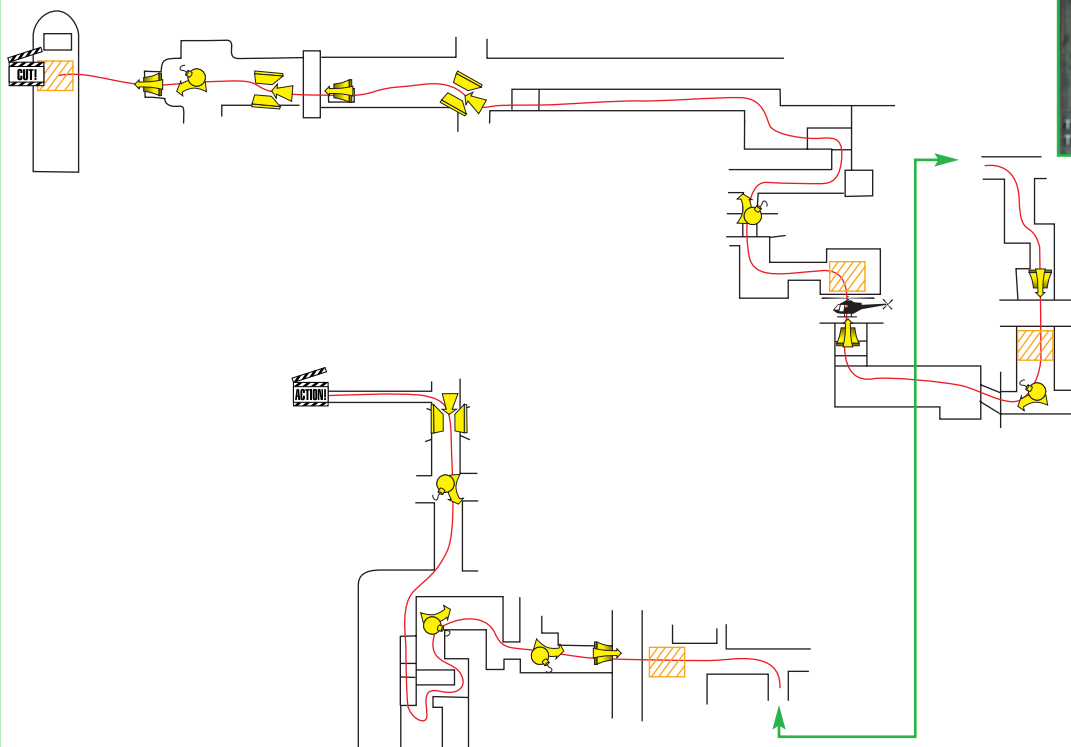
Your Tuk Tuk gets shot at by the chopper here. Most of the chase takes place on the rooftop, but at the end, you jump from the jetty onto a passing barge, where the box rig is set up.



Although you wouldn't expect to see a Tuk Tuk leaping from building to building, there's no vehicle better for crashing through the narrow enclosed spaces. You move into explosive zones, so keep the speed up, and don't forget to turn slightly and ease off the gas for the end jump to the barge!



To start with, hit the gas and rocket forward along a narrow pier while the stunt chopper flies into position. Ease off the gas and make a sharp right.



STEP #1: THROUGH TRAFFIC!

Difficulty Level: Easy



Although the director mentions "traffic," you have only two cars to avoid: one from the left, and one right after the turn. Head directly for the "gap" icon, pass through, then cross the bridge.

STEP #2: CLOSE TO THE EXPLOSION!

Difficulty Level: Easy



Follow the road and enter the yellow circle prior to the chopper shooting a missile into the ground. Stay left of the debris as the crater forms.

CAUTION

If you're outside the marker when the explosion detonates, this stunt fails. If you're directly over the central icon, you can be knocked out of control. Stay to one side.



Now aim right toward the street junction, zoom through without hitting the pole on the corner (on the right sidewalk), and zoom around, near the left wall.

Don't oversteer into the wall on the tiled sidewalk near the single-lane road. Line up with the steps by tweaking your racing line.



CAUTION

Hit the steps and ascend to the checkpoint. As you reach the middle of the steps and the small flat platform, ease off the gas—if you accelerate too quickly, you'll fly over the platform and into the second steps!



Pass the checkpoint, ram through the wooden wall directly ahead, and as you break through, brake and swing the Tuk Tuk around to your left. This is a 180-degree turn, and E-Braking slams you into the far wall.



Smash a couple of sewing tables, and head directly out of the building by making a vigorous right and smashing through another wooden wall.

You appear on a rooftop, with green arrows pointing left. Don't turn too early, or you'll hit the boxes and trash cans and lose control. Corner, and head over the bridge.



STEP #3: HARD RIGHT, CLOSE TO THE EXPLOSION!

Difficulty Level: Easy



Once across the bridge, continue down the roof alley, turning left sharply (tapping the accelerator constantly), and then right, onto an exposed rooftop.

CAUTION

Falling off any of these roofs is a constant problem, and a spectacular end to this scene. However, it causes the director consternation!



Zip through the explosion, staying to the left of the icon but within the yellow circle, and turn right hard. Don't tap the analog stick; turn it or you'll hit a wall.



Make a swift right, and then a left over a tiny bridge. Don't clip any corners or you'll spin out and lose time—and possibly have to retake.

STEP #4: EXPLOSION!

Difficulty Level: Easy



Once over the bridge, drive to the right of the next explosion, within the yellow parameters. Then continue along the rooftop road.

STEP #5: MAKE THE JUMP!

Difficulty Level: Easy



As long as you continue to hold down the gas, this next jump is simple. Pass through the checkpoint (with around six seconds left), and hit the ramp head on.

CAUTION

If you complete the jump, but fail to land in the yellow marked area, the stunt is ruined. Try varying your takeoff trajectory for interesting effects.



Once on the new roof, make a tight right, and don't scrape the left wall after the corner—there's an indented door to get stuck on.

STEP #6: MAKE THE JUMP!

Difficulty Level: Medium



You can slow down around this corner, but then accelerate rapidly, swerve left to avoid the protruding right wall, and gun the Tuk Tuk over another ramped jump.

CAUTION

Not enough speed? If you start your acceleration after the right wall protrusion, you lack enough power to jump the gap, and you'll fall off.

STEP #7: EXPLOSION!

Difficulty Level: Easy



Once over the jump, accelerate and spot another explosion sign. Stay right of the icon, and make a sharp right, optionally easing off the gas.



As the explosion occurs, race over the tiny wooden bridge, swerving slightly right. Power through the checkpoint.

Ease off the gas and make a right, but don't swerve wildly or you'll lose control and make almost a 180 down a ramp and into the right wall. If this happens, back up and face forward.



STEP #8: OVER THE CHOPPER!

Difficulty Level: Easy



Head up the concrete ramped bank so the "jump" icon is directly in front of you, and leap another gap. This one has the chopper underneath it.



As you land, turn left sharply or you'll hit a wall. The rooftop road continues to the left, then makes a sharp right. Don't oversteer to the right.

STEP #9: OVER EXPLODING BRIDGE!

Difficulty Level: Medium



The narrow bridge you're about to cross explodes when the explosion counter reaches zero.

CAUTION

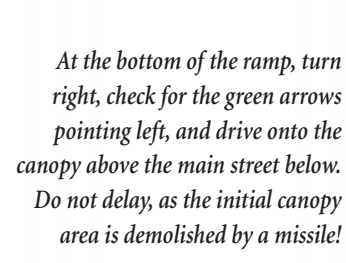
If you hit the bridge sides, or miss the bridge before it detonates, you cannot cross it. You must wait for the timer to count down or fall into the gap created.



Once across the now-wrecked bridge, turn sharply right and accelerate toward another checkpoint. Once there, turn left—remember to miss the wooden ramp area ahead!



After the turn, quickly turn left again, ease off the gas, and trundle down the wooden ramp. Don't turn too late, or you'll topple off the ramp and overturn the Tuk Tuk.



At the bottom of the ramp, turn right, check for the green arrows pointing left, and drive onto the canopy above the main street below. Do not delay, as the initial canopy area is demolished by a missile!



Race along the canopy without slowing, as the missiles continue to hit behind you. Stay central—air conditioning units poking out of windows on the left wall can cause you to stop and lose control.



STEP #10: OFF THE EDGE AND STRAIGHT AHEAD!

Difficulty Level: Medium



Ease off the gas as you drop to the ground, and make a sharp right between a taxi (on the right) and a lamppost and a parked white van (on the left). You may overturn if you corner too fast!

STEP #11: UP THE BOX RAMP, THROUGH THE TRAILER!

Difficulty Level: Medium



Spend the next second lining up this jump perfectly. Pass the Tuk Tuk on your right, and launch up the box ramp and through the disintegrating trailer.

CAUTION

At the wrong angle, leaping this trailer goes well, but the landing can be appalling. You have another couple of stunts, so don't hit the box ramp at an angle.

STEP #12: THROUGH THE GAP!

Difficulty Level: Medium



Now pass between the two moving cars—if you landed correctly, simply continue forward. Turn right slightly after you pass the white van on the right.

STEP #13: EXPLOSION!

Difficulty Level: Easy



Move slightly to the right, still within the explosion radius, and continue accelerating.

STEP #14: ONTO THE JETTY! MAKE THE JUMP TO THE BARGE!

Difficulty Level: Insane!



The final stunt is difficult. Head through the checkpoint, up the ramp, and launch over the water, landing inside the yellow rectangle within the moving barge.

CAUTION

This is tough at top speed. If you gun the engine and jump, you'll overshoot the barge, or land on top of the boxes and bounce off into the river!



Prevent this by pointing your Tuk Tuk slightly left as you hit the ramp (pointing right lands you in front of or on top of the front of the barge). Take the ramp at around 45 mph, and you'll land safely. Brake when you hit the barge.

THAT'S A WRAP!

100 Percent Time Bonus to Beat: 9.76 seconds

100 percent complete gives you:

New Car!

Yellow Tarp Van

New Toy!

Stack of Cars



A fabulous performance! You've pleased the Blood Oath boys with your no-nonsense approach to mad stunt antics. Hopefully you gained a professional standing. Now try some low-speed synchronized stunting before leaving for the Swiss Alps!



MOVIE#4: Conspiracy

LOCATION:
The Alps, Switzerland



While the thespians crowd the chalets clasp cups of cocoa, you add a little spice to this political thriller. Although only three scenes require your expert driving techniques, all three feature environments you haven't

driven in, as well as vehicles that require careful handling. Focus more on your stunts than the checkpoint countdowns. If you consistently fail a specific stunt, change something. Master steering back through an oversteer in this set of scenes.

NOTE

The setting of countless classic movies, Switzerland is as famous for its beauty as for its tax incentives. The region of Zermatt, in the south, is home to the Alp's most famous mountain, the Matterhorn.

STUNT VEHICLES



Snowmobile

Used in: Stunts 1, 2
Speed: Average
Handling: Average
Braking: Poor
Size: Small



Blue SUV

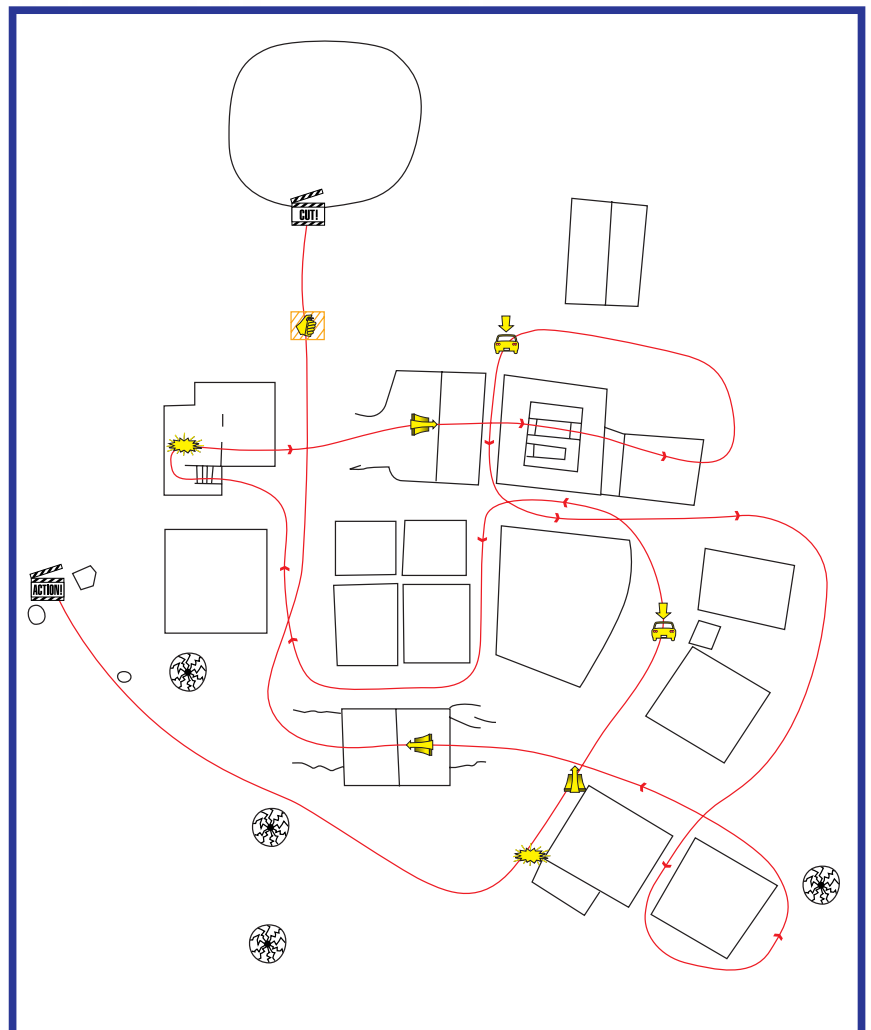
Used in: Stunt 3
Speed: Average
Handling: Poor
Braking: Poor
Size: Large



Conspiracy is an action thriller set in the Alps on a secret military base and in surrounding villages. You double the lead. This stunt is a chase on snowmobiles, with

you chasing. At the end, dive from your seat before the snowmobile crashes. This sequence involves big roof jumps; in the hardest one, you land on the balcony of the opposite building and crash through the window.

STUNT #1: SUSPECTS ON SNOWMOBILES



MOVIE#4: Conspiracy



Getting to grips with the snowmobile means careful use of the E-Brake, cornering without accelerating at the same time, and avoiding many posts, corners, and other obstacles. The route is tricky, so carefully follow the drive-through. You only E-Brake once!



Start in a snowy expanse on the edge of the Alpine village. Jet forward, and ride to the right of the snowman. Crash into it if you wish.

The green route arrows in the distance on your right simply mark the boundary; it's unnecessary to drive near them.



STEP #1: INTO THE SKIS!

Difficulty Level: Easy



Make left turns as you ride around a snow-covered chalet roof on your left and toward a cafe with a green route arrow. Ride right of the lamppost.



Close in to hit the skis, and glance the left side of them, letting off the gas as you do. If you ram the skis head on at full speed, you may hit the building.

NOTE

Always let off the gas when you corner at speed; otherwise the snowmobile turns gradually, which can cause a crash.

STEP #2: JUMP THE GAP!

Difficulty Level: Easy



Once you scatter the ski poles, stay near the right wall and head for the snow bank. Leap at the "jump" icon, turning left as you start the jump.

CAUTION

Don't leap too far left of the icon or you hit the snow bank and nix the stunt.



STEP #3: CHASE THE MARKED SNOWMOBILE!

Difficulty Level: Hard



As you land, goons open up with automatic weapons and three snowmobiles scatter. Follow the first one through the village, into a lodge, and through a house.

CAUTION

If you mess up any corners, don't follow the snowmobile, hit it during the chase, or lose sight of it, the scene ends. Keep up with the marked vehicle!



As the chase begins, smash through the bench to the right of the building on the left. Drop onto the road and race through the checkpoint with five seconds to spare.

One snowmobile peels off down an alley. Turn left, pass a car on your left, and make a sharp left. Release the gas to turn sharply.



CAUTION

While chasing the snowmobile, stay on the flat snow-covered road. If you hit the snowy curb, you lose speed, and possibly lose control.



Race down the narrow street to a tight right corner. Let off the gas, turn right, and stay left to avoid the parked car.



Hug the snowy road as you slide around another right corner. Spot the lead vehicle making a left turn toward a lodge.



Turn left at the green arrows. Stay left and pass the oncoming vehicle on the left. Don't turn too early or you slam into the lamppost.



Race up the lodge's steps and onto the terrace. The terrace affords a better grip but less speed. Zoom past the fence on the right and turn 180 degrees right.

STEP #4: THROUGH THE TABLES!

Difficulty Level: Easy



Make a 180-degree turn (optionally use your E-Brake). Smash through the group of tables and aim for the right window, to the right of the stairs that the lead vehicle took.



You can follow the lead snowmobile down the steps, but it is quicker, easier, and more spectacular to smash through the window. This lines up your exit through the open doorway.

STEP#5: CROSS THE ROOF, AND JUMP!

Difficulty Level: Hard



Back on the ground, power up the roof of the opposite building opposite as the checkpoint counter ticks down. It may reach three seconds or less, but don't worry; head up the roof!

CAUTION

If you hit a wall or slow down, you may miss the roof climb. A van heading right to left may block your path. If this happens, quicken the pace!





On the higher roof area, spot the lead vehicle heading off the roof, to the right of a "jump" icon. Ignore him, and line up with the icon.



At the roof's pinnacle, leap the gap. Aim for the left balcony window. The right one is a dead end. Make tiny adjustments to your trajectory as you come over the rooftop just before the launch.

CAUTION

Don't hit the ramp at an angle, or you miss the balcony and slide off the roof, or you hit the wall between the windows and lose too much time. You need speed to make this jump, so keep on the gas from the moment you crash through the lodge window.



Once inside the chalet balcony, stay straight and crash through the window on the opposite side.

Accelerate down the roof and turn as you spot the green arrows pointing left. Turn sharply, optionally E-Braking, then power the gas.



CAUTION

mistake or hit the jutting pipe on the building's corner. Head right of the chalet.

STEP #6: CHASE!

Difficulty Level: Insane!



Race after a second snowmobile—keep sight of it. Power up the gas, and cross the checkpoint with moments to spare!



Make a quick left (without gas), then accelerate down the narrow street before making a second sharp left. Avoid the snow curbs, and accelerate after every turn.

The road opens up, allowing you to race past a lamppost and stationary car on your right. The lead vehicle makes a sharp right.



Turn sharply right. You can try an E-Brake turn, but turn too early and you hit the lamppost; swerve just behind it.



Head left of the building, hugging the right of it. The lead vehicle passes through a ladder. Follow it into the alleyway; stay right of the remaining ladder to keep your speed up.



Make a sharp left (no gas) when the countdown reaches around seven, then power completely around the building.



Tap the gas consistently. Pass left of the large stone; go between the house corner and the lamppost. If you hit anything, the lead vehicle gets too far away.

STEP #7: MAKE THE JUMP, THEN SWING RIGHT!

Difficulty Level: Hard



Pass the house you just circled, and continue straight along the snowy bank past a second house. Make a gentle left for another ramped rooftop jump.



Head onto the roof, slightly right of the "jump" icon, and turn slightly as you jump. Turn too far and you miss the landing and nix the stunt.



As you launch, point your snow blades right. When you land, E-Brake and accelerate away from the green route arrows.

CAUTION

If you don't E-Brake, you won't have enough speed, and the lead vehicle will get too far ahead. Pass between a small fir tree and the house on the left. Stay left of that pole!

STEP #8: GET READY TO JUMP!

Difficulty Level: Easy



Race past the house, point your vehicle right, and weave between the blue parked wagon (right) and the lamppost (left). Drop down onto the road.



You see the yellow rectangle in the distance, and the lead vehicle to the left. Ignore the vehicle—you completed that stunt. Instead, pass the parked car on the left.



Accelerate past the final checkpoint, into the yellow rectangle, and press (L1). Leap off the snowmobile and watch it plow into the building ahead. Congratulate yourself on a stunt well performed!

THAT'S A WRAP!

100 Percent Time Bonus to Beat: Not Available
100 percent complete gives you:

New Car!

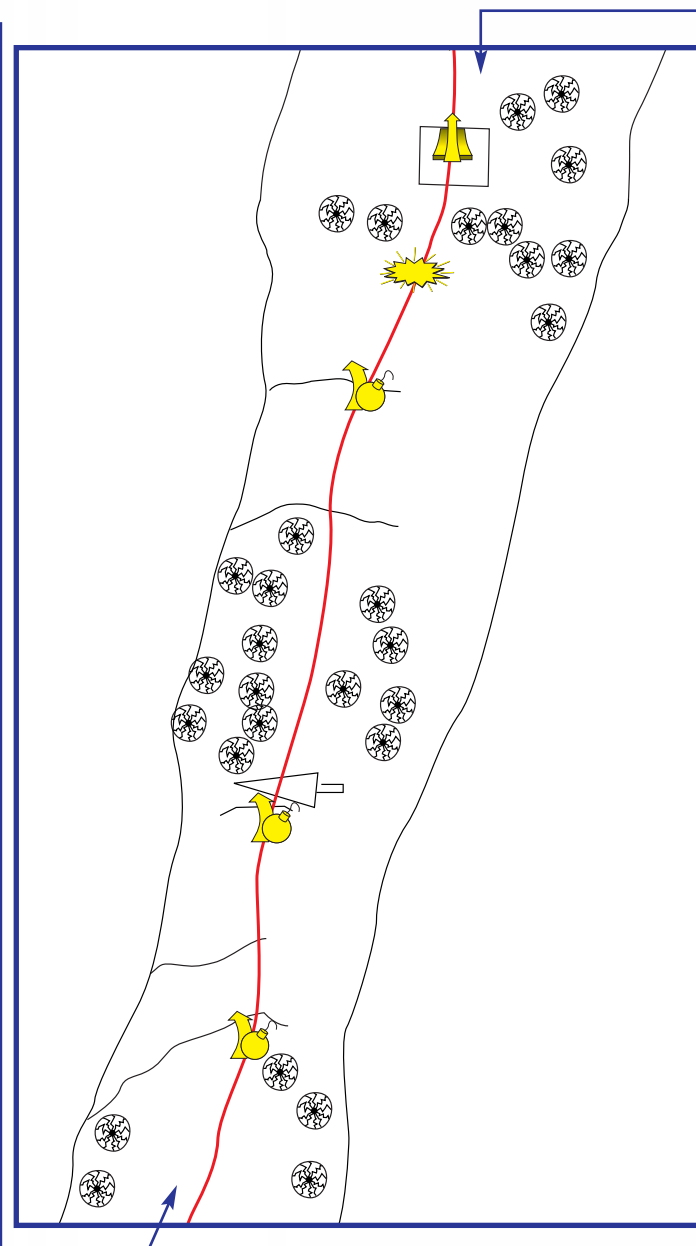
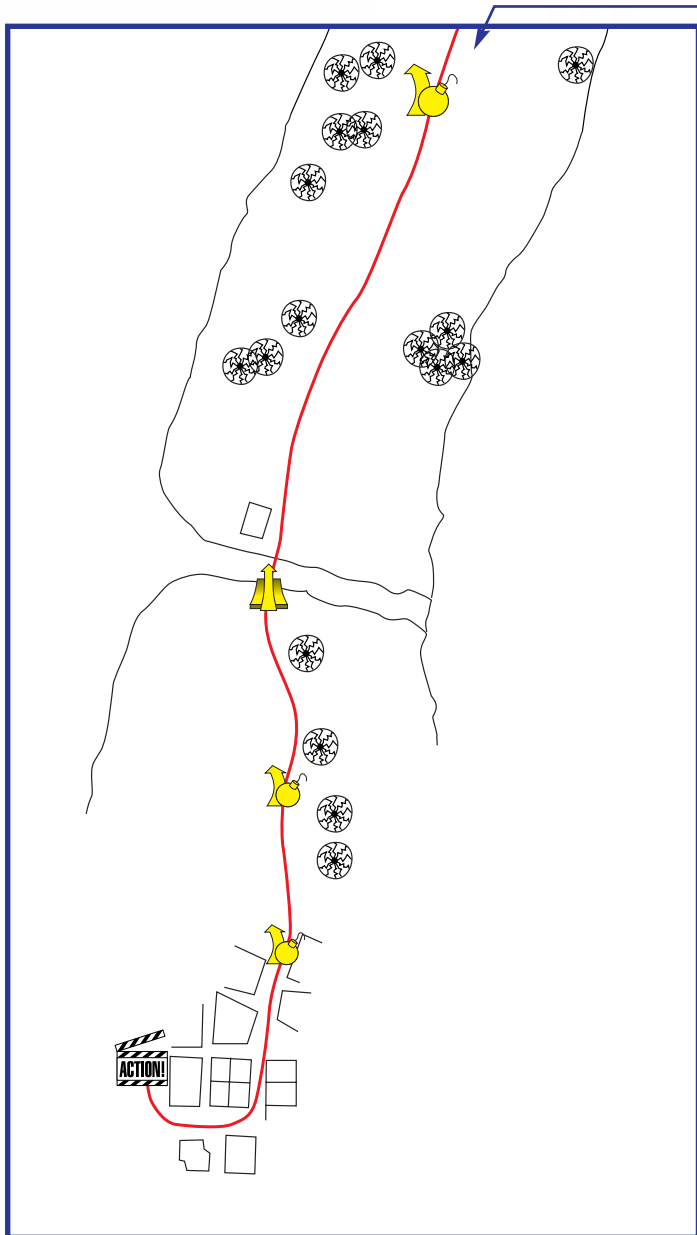
Snowmobile

New Toy!

Ramp #10

STUNT #2: HUNTED BY MICROLITES

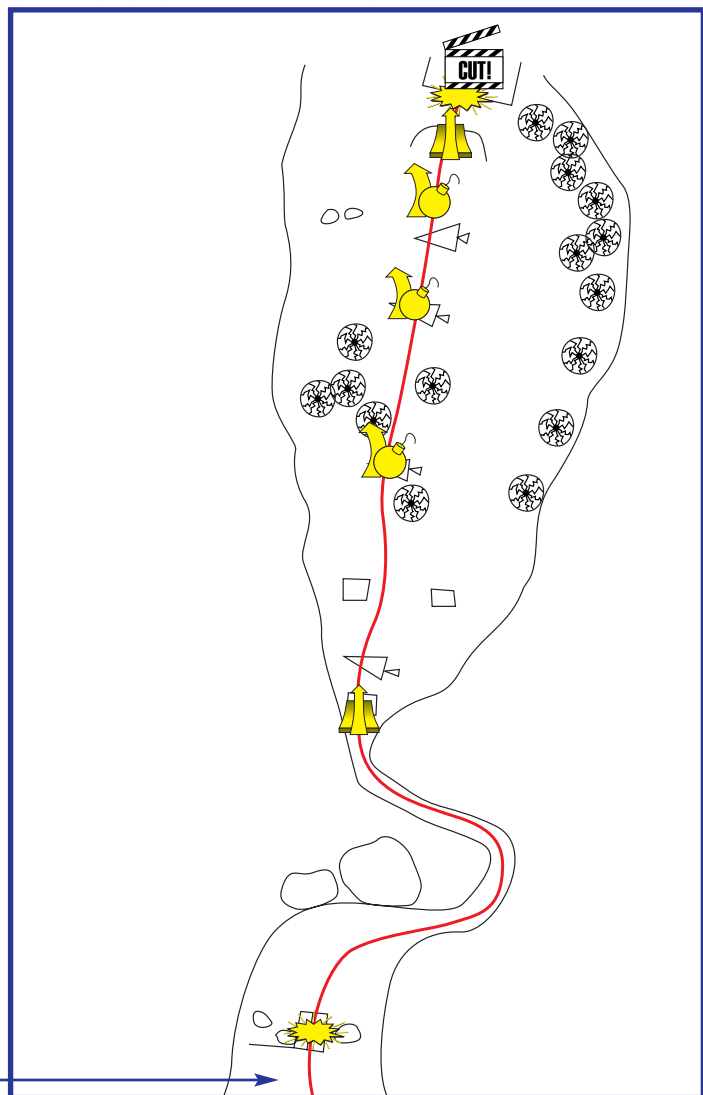
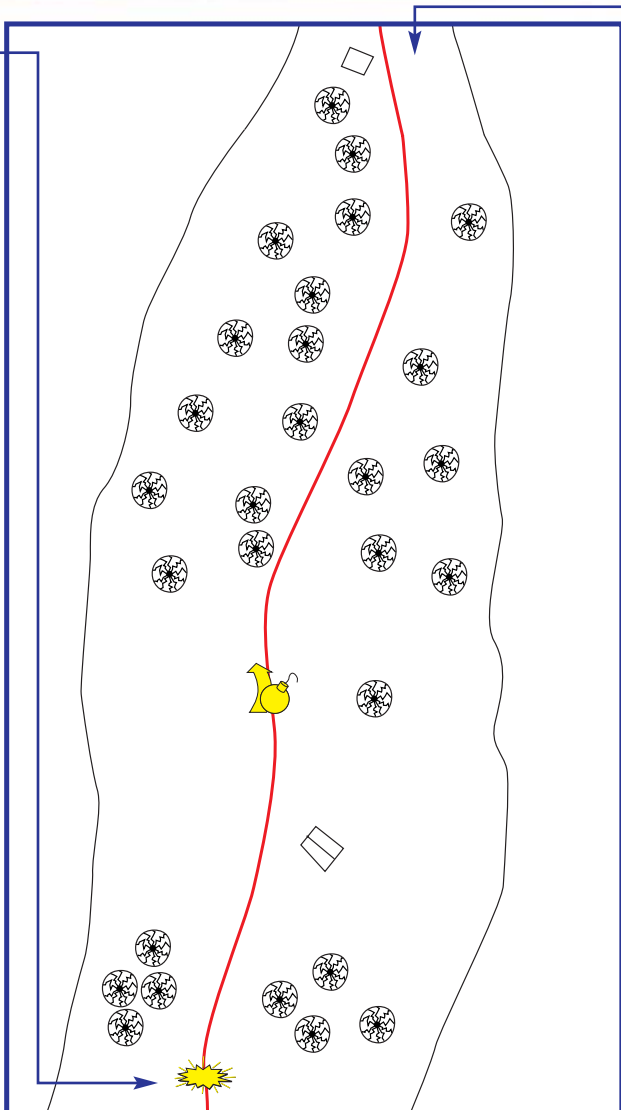
MOVIE#4: Conspiracy



In this sequence, armed microlites and snowmobiles chase your snowmobile. You also get close to explosions. This chase includes avoiding falling trees and jumping a big gorge.



Remember the maneuvering techniques from the last scene (such as turning without accelerating) as you jet down the mountain. To hit all stunts correctly, stay in the slope's center. Zoom around the central parts of the explosions, keep on the gas, and don't hit any trees!



An enemy snowmobile zooms off in the distance to your left. Green arrows guide you left, around the right side of the parked SUV.

Stay on the lower, flat roadway as you make the left turn, speed straight past the firing goon, and make a smooth (but tight) left corner. Swing around without accelerating, then jam on the gas.



STEP #1: EXPLOSION!

Difficulty Level: Easy



A microlite closes in from above, dropping a bomb in the designated spot ahead. Keep on the low, flat roadway (don't hit the snow banks), and pass left of the explosion.



Just after the explosion, turn left and hit the ramp onto the slope. Zoom left of the sign on the right.



MOVIE#4: Conspiracy

CAUTION

Point slightly left after the explosion, and drive up the incline. Aim too far left, and you hit a bank and ruin the next stunt.

STEP #2: EXPLOSION!

Difficulty Level: Hard



The buzzing microlite makes an explosive deposit to the left of the clump of trees. Zoom to the right of the explosion, toward the left branches, tweaking the steering right.

CAUTION

To ace this stunt, you had to ride the previous course perfectly. If you hit a snow bank, didn't accelerate constantly, or got knocked by the first explosion, you won't reach here in time.



Staying right of the explosion helps with the next checkpoint. Zoom under the tree branches to get your racing line, and shoot diagonally between the dead tree and the pine tree with minimal turning.

STEP #3: EXPLOSION!

Difficulty Level: Easy



Minor tweaks to the right lines you up with another explosion. Head as close through the middle of it as you can, then look ahead.

STEP #4: JUMP OVER THE RAVINE!

Difficulty Level: Medium



Aim directly for the "jump" icon, edging right as you smash through the fence. If you keep accelerating from the first explosion, you leap this bottomless chasm.

CAUTION

The pursuing snowmobile leaps left, lands in the shed opposite, and explodes. This isn't your stunt, so pass the building on the right. Keep that speed up to avoid a nasty plummet!



Turn right through the checkpoint, but point the blades only after you land. If you turn in the air and land at speed, you may flip or skid out of control.



STEP #5: EXPLOSION!

Difficulty Level: Easy



Pass another checkpoint. The slope markers point you right. Aim slightly to the right of center and zoom through the explosion.

STEP #6: EXPLOSION!

Difficulty Level: Easy



Clear that explosion and line up for another one, just before your descent. Turn right a little more sharply, following the green arrows.



Pass wide of the stone and tree on your left, and through the explosion to the left of a pine tree. Point your craft straight and over the edge of the snow bank.

STEP #7: JUMP OVER THE FALLING TREE!

Difficulty Level: Easy



After the explosion, turn right, lining up between the two rows of green arrows, gun the engine, and head directly for the explosion.



Do not swerve or brake—launch off the ramp where the explosion occurs. Turn left slightly as you jump. Point directly downhill!



You fly through the air as a large pine tree crashes in front of you. With enough speed, you fly over. If you're too slow, you slam into the tree, and restart the scene.



Race through a small wooded glade. Turn your snowmobile right, and pass through a checkpoint and over a rise. When you land, turn right a little more.

STEP #8: EXPLOSION!

Difficulty Level: Hard



As you hit the second rise, you see more green arrows below. Pass right of the explosion.

CAUTION

Hitting this explosion is difficult, because you're airborne for much of this section. If you didn't turn right (gently) as you landed, you may be off course, so ignore the explosion and continue. However, you need this racing line through the explosion for three stunts to come!



STEP #9: THROUGH THE SNOWMAN!

Difficulty Level: Medium



Pass through the explosion, turn right as you leave the ground, and line up with the snowman. Don't wrench the steering or you lose control.

STEP #10: JUMP OFF THE ROOF!

Difficulty Level: Easy



Head up the chalet roof, make sure your racing line is straight, and pass through the "jump" icon, off the chalet itself.

STEP #11: INTO THE MICROLITE!

Difficulty Level: Insane!



However, hitting the microlite in midair, off the roof jump, is extremely tough! As you reach the top of the ramp, ease off the gas and shed a little momentum. This allows you to hit the microlite. Land, then gun the gas.

CAUTION

If you haven't taken the most direct racing line, the microlite will be too far ahead. Land and continue the scene. If you drove perfectly so far, but don't ease off the gas as you jump, you shoot over the microlite!

STEP #12: STAY AHEAD OF THE SNOWMOBILE!

Difficulty Level: Hard



Land from the microlite strike, accelerate through the checkpoint, and head directly down the slope over a rise. A snowmobile launches from a hut to the right.



Race through a wooded area ahead; the snowmobile attempts to overtake you. The stunt fails if it passes you. Keep on the gas!

CAUTION

Ease off the gas as you jump off the chalet. Otherwise you land hard, lose speed, and the snowmobile gets ahead. Avoid full speed leaps until after the vehicle appears.

STEP #13: EXPLOSION!

Difficulty Level: Easy



Veer left, head toward the gap between the two sets of green arrows and keep right of another explosion.



Avoid a couple of nasty obstacles in this short wooded area. Pass to the left of a dead tree in the middle of the next checkpoint.

Immediately behind the dead tree, swing right of a rock, then pass through the trees, easing left as you exit the woodland, and pass another rock to the left.



Ouch! The stunt rider on the snowmobile takes a tumble through the shed's right fence. If you're in front of him, you won't see this, which is how the stunt should work.



Aim through the front of the cabin, and turn right sharply (ease the gas, then floor it again) as you clatter through and out the other side. You pass a checkpoint as you smash into the hut.

CAUTION

Fail to make this sharp right, or turn too late, and you either hit the film crew or bounce off the cliff!



Traverse a snaking left on steep and slippery ground. This is easier than it looks. Head right, off the rise and into the curved corner. Keep on the gas and turn left sharply.



Stay in the middle of the narrow icy road. Don't fall off to the left! After the icy bend, the ledge smooths and turns right. Spot another microlite heading right.

STEP #14: JUMP OFF THE RAMP AND UNDER THE TREE!

Difficulty Level: Medium



Round the bend, and hit the ramp ahead at full speed. If you're quick, you zoom under a falling tree. Ease left (but watch the drop!) to gain extra time to make it under.



Turn right and cross the checkpoint between the two rocks. Aim for the center tree of the three ahead.

STEP #15: EXPLOSION! AVOID THE SNOWMOBILE!

Difficulty Level: Hard



Continue to aim for the middle tree until you spot the "explosion" icon. As you near the marker, a snowmobile attempts to ram you. Keep on the accelerator!



Pass along the right edge of the yellow marker, within the explosion and to the right of the vehicle. This is easier than it sounds. Turn right and head between the trees.

STEP #16: EXPLOSION!

Difficulty Level: Easy



Spot another explosion marker ahead. Ignore the tree toppling at you on the right and zoom through, slightly right of the bomb icon.



MOVIE#4: Conspiracy

STEP #17: EXPLOSION!

Difficulty Level: Medium



Drive through one final explosion and another toppling tree. This is easy if you keep that speed up!

CAUTION

Pass through the final explosion right of the center, but left of the stationary snowmobile. Go too far right, and you hit it and ruin the take near the end of the scene!

STEP #18: SMASH INTO THE BARN!

Difficulty Level: Medium



Pass through the ring of bad guys firing weapons. The final jump is a cinch if you travel at speed. If you slow down, you miss hitting the barn. Line up the ramp and leap into the building, completing the scene.

THAT'S A WRAP!

100 Percent Time Bonus to Beat: 7.67 seconds

100 percent complete gives you:

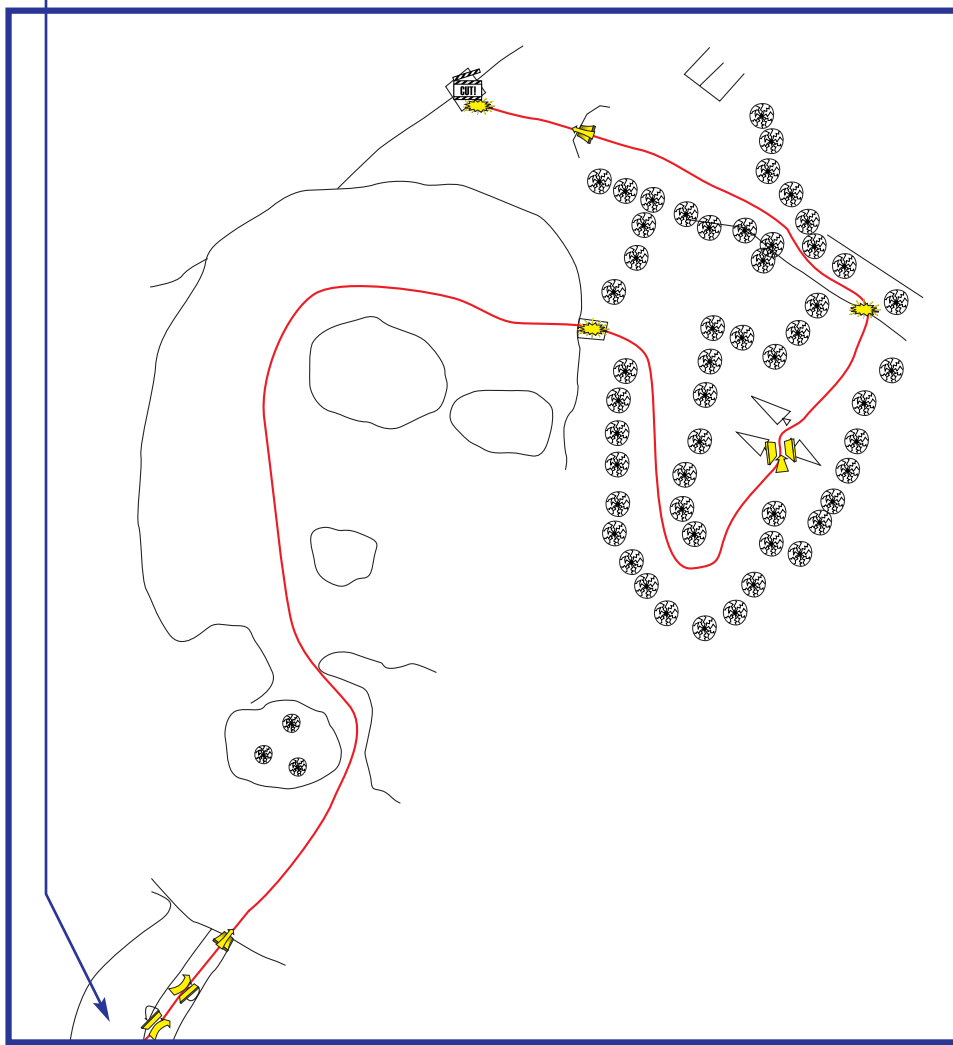
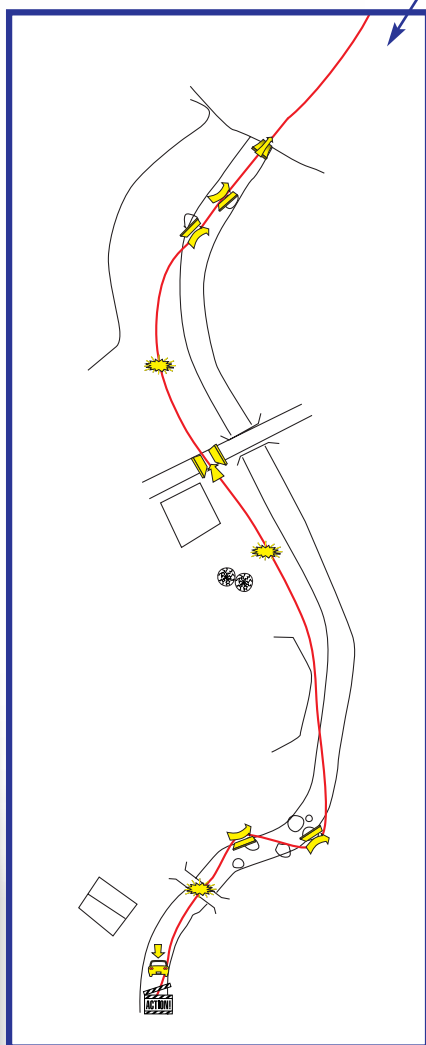
New Car!

Black RV

New Toy!

Fire Fence

STUNT #3: RIVER RACE





The movie action here picks up from the previous sequence. Your character runs from the wreck to the SUV. He's chasing someone who just tried to kill him. At the end of the stunt, you smash into the moving cable car.



Driving an SUV through the snow is full of surprises, including the rudder-like ability of the wheels once you skate across a frozen lake, and the extra planning needed to keep your racing lines accurate. Keep countersteering on the ice to stay in control.

STEP #1: CHASE THE RV!

Difficulty Level: Hard



You chase the RV through the entire scene, so keep it in sight. Your SUV is more powerful, so don't ram it!



Start accelerating and follow the RV down the frozen river. Avoid any severe steering or braking. Never brake on snow or ice unless instructed.



Catch the RV by heading to the snowy part of the river on your right, where your car has more grip. Resist the temptation to touch the lead vehicle!

STEP #2: TAKE OUT THE BRIDGE SUPPORT!

Difficulty Level: Easy



You spot a bridge. Other RVs use this to reach you, so it must be destroyed. The central supports are weakened, so hit them at speed.



Continue so the bridge doesn't collapse on you. Only one support needs to be hit, but the racing line is better if you take out both. Accelerate and head for the left snow bank.

STEP #3: SWERVE BETWEEN THE ROCKS!

Difficulty Level: Medium



Head left, accelerating, and turn right as you pass the left rock, skidding around it. The steep bank pushes you onto the river. Turn right and keep the speed up.



Line up so you pass the second rock just to the right, onto the snow bank. As you reach it, pull left hard, countersteer, and weave back around the rock onto the river.

CAUTION

Don't ignore the boulders. The route around them is easier than plowing through the river. The angle you reach after the second boulder sets you up for stunts to come.



MOVIE#4: Conspiracy



Head diagonally left, back onto the road, and wait for explosions on the right, coming from a bridge ahead. To avoid the missile launchers on the bridge, head left up the embankment.

STEP #4: THROUGH THE SNOWMAN!

Difficulty Level: Easy



Head past a lodge on the left and ram the snowman on the flat ground as the lead vehicle passes left of it.

STEP #5: BETWEEN THE VEHICLES!

Difficulty Level: Easy



Farther down the embankment, you cross a road and two RVs try to box you in. Zoom between them, using the "gap" icon to judge the space needed.

STEP #6: THROUGH THE LOGS AND BACK ONTO THE RIVER!

Difficulty Level: Easy



Turn right slightly to line up, and slam into the pile of logs. You don't lose speed or traction.



Don't head back onto the river yet. Two rocks ahead require a special angle to pass them. Stay on the embankment for a couple of seconds after the logs, then gradually turn right.

STEP #7: BETWEEN THE ROCKS!

Difficulty Level: Hard



Back on the river, the director yells for you to dodge between two more rocks. Point your vehicle so it passes just right of the first rock.



Head straight down the middle, pass the second rock and head for the waterfall. Steer right as you pass the first rock.

CAUTION

If you swung back onto the river too early, you slam against the first rock. Prepare the racing line from the left bank before you get back on the river.

STEP #8: DOWN THE WATERFALL!

Difficulty Level: Easy



After the second rock, accelerate toward the "jump" icon, and fly off the top of a frozen waterfall and onto a frozen lake.



Continue to chase the RV, now on very slippery ground. Use the car's tires as rudders; when you turn left, your SUV slides left. As soon as the lead vehicle slows and turns, hit the brakes and turn left.

CAUTION

Follow the lead vehicle through the snow banks, not over them. Don't climb the one ahead of you near the green arrows, or this scene ends prematurely.



Turn 45 degrees and accelerate, then turn right 90 degrees and gas it. You can hit the lower part of the snowy bank.



After the zigzag through the banks, the lake opens up, giving you great speed. Follow the RV around the small central snow bank toward the lake's far end.

The RV makes a wide right turn. When you spot this, do the same, sliding around the far island. Stay close to the island, but don't ride onto it.



STEP #9: THROUGH THE BOATHOUSE!

Difficulty Level: Medium



Aim your racing line straight for the log boathouse in the distance. The lead RV takes a ramp up and through. Prepare to do the same!



Steady the car so it's traveling straight, and hit the right side of the ramp, up and onto the snowy bank ahead. Make a sharp right, optionally using the E-Brake. Keep accelerating!

CAUTION

Do not hit the left side of the boathouse—there isn't a ramp there, and you hit a stone, forcing a retake of the entire scene!



Follow the RV through the trees along the sloping path, staying between the two lines of trees, and begin a slight left turn when the RV does.

The director tells you to drift left, so follow the lead RV's tracks, swing left, E-Brake, and continue to accelerate. Countersteer to regain control.



Now follow the RV tracks through the trees. Branches obscure the path, but the tracks are easy to follow. Continue heading up, turning right slightly.



STEP #10: THROUGH THE TREES!

Difficulty Level: Easy



The RV turns left past a fallen tree, then past another, and turns right to pass a third. Follow these actions precisely, ignoring the goons spraying fake bullets at you.



You pass through the trees almost without turning if you correctly line up your route. All you need is a slight tweak left then right. Accelerate into the clearing.

STEP #11: THROUGH THE FENCE!

Difficulty Level: Medium



Brake and turn left as you smash through the fence. After you're through, brake and turn sharply left. Brake here.

CAUTION

A simple stunt degenerates if you turn prematurely. Slow and turn left *after* completing the fence smash. Any earlier, and you become stuck. Don't continue forward onto the road; that's out of bounds.



Head left of the trees. The branches block your view, so watch out for the trunks. You have one final stunt!

STEP #12: INTO THE CABLE CAR!

Difficulty Level: Medium



The lead vehicle peels away to the right, but instead of following it, turn left, and line up with the single green arrow.



This leads to a "jump" icon. Floor the accelerator. If your racing line is straight, the SUV jumps the ramp, flies through the air, and strikes the cable car.



If the SUV hits the ramp heading to the left or right, the final stunt fails, but you still complete the scene. Nice work, flyboy! Now say goodbye to chilly Europe!

THAT'S A WRAP!

100 Percent Time Bonus to Beat: Not Available

100 percent complete gives you:

New Car!

Blue SUV
Rally Car

New Toy!

Flatbed Explosion



Outstanding work! Conspiracy is going to be a sure-fire smash hit with your help! In fact, your proficiency has gained the attention of a more famous director, and he wants your help on the new Dakota Scott picture! Try a spot of monster truck rampaging, and meet us in the desert!

MOVIE#5: *The Scarab of Lost Souls*

LOCATION:
Cairo, Egypt



These four levels turn the stunt meter up to 11. This time, you drive four distinctly different vehicles. Each has its own driving style, so spend some time learning each. Most of the action involves driving military

machines through camps of Germans intent on stealing the fabled scarab. Get ready for a bombardment of stunts in quick succession. Wide nonlinear landscapes, and slow, but interesting vehicles make this your most intense stunting yet!

NOTE

The old part of Cairo, near where this movie takes place, predates the coming of Islam, but it is the large pyramids of the Giza plateau, erected 5,500 years ago, that get the tourist dollars a fluttering. The city of Giza is home to the Great Pyramid of Khutu. The great pyramid was begun in 2560 B.C. and believed to have been completed over a 20-year period. A custom-built stone temple, and a replica of an Egyptian market town have been specially made for this blockbuster! Now go and wreck.

STUNT VEHICLES



Military Jeep

Used in: Stunt 1

Speed: Poor

Handling: Good

Braking: Average

Size: Average



Staff Car

Used in: Stunt 2

Speed: Poor

Handling: Average

Braking: Poor

Size: Average



Motorbike and Sidecar

Used in: Stunt 3

Speed: Good

Handling: Excellent

Braking: Good

Size: Small



Armored Car

Used in: Stunt 4

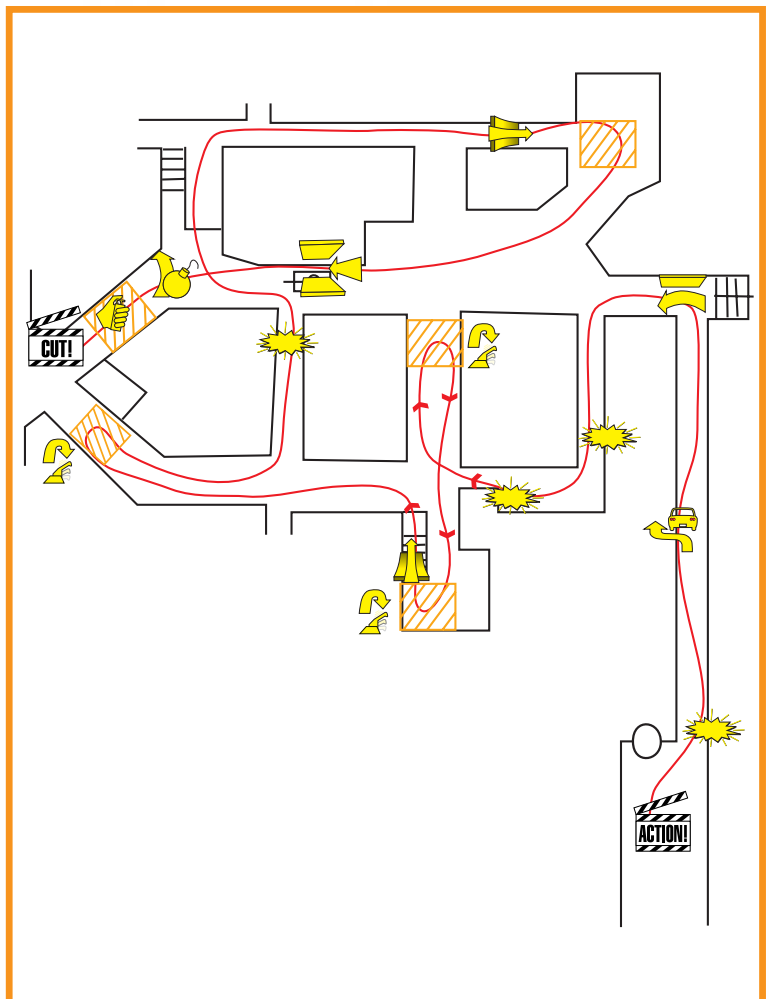
Speed: Poor

Handling: Average

Braking: Poor

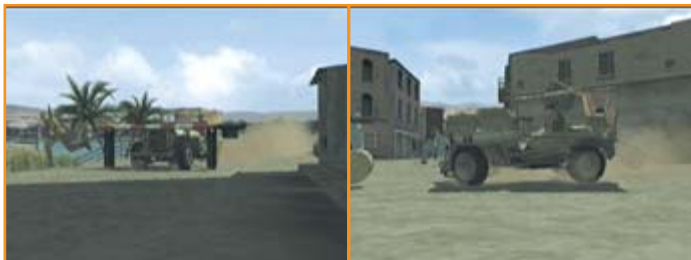
Size: Large

STUNT #1: WAKE THE GARRISON





In this adventure story, you play the hero, Dakota Scott. He has to find the ancient scarab before the bad guys do. You're in the jeep and have to get to the temple, where the scarab's been taken. The only way to get there in time is through the garrisoned town.



Your jeep maneuvers reasonably well, which is handy, because the streets you're winding through are almost as narrow as Bangkok's! Take everything here slowly, as the jeep's top speed is low. And look ahead as there's not much time to tweak your racing line. Prepare for a number of 180 E-Brakes, and a final tumble at the end with your action button.

This scene starts with the director asking you to move forward. Accelerate, but point the jeep slightly right.



STEP #1: HIT THE CHECKPOINT!

Difficulty Level: Easy



This checkpoint is in the actual movie, rather than a timer checkpoint. Crash through the red-and-white striped bar just slightly right of the road's center.

STEP #2: LEFT OF THE TRUCK!

Difficulty Level: Easy



After you smash through the checkpoint, move right and pass the oncoming truck on the right. Ahead is another truck.



Get close, swerve left, and pass it, heading for the end of the road and a left turn.

STEP #3: HARD LEFT, HIT TRUCK!

Difficulty Level: Medium



As you reach the end corner, make a sharp left, optionally tapping the E-Brake slightly. Sideswipe the truck heading left to right, then floor the accelerator.

CAUTION

Corner too early and you may miss the truck. Corner too late, and you'll hit the wall, and then be struck by the truck, or spin out of control out of the sideswipe.

STEP #4: SMASH THROUGH STALLS!

Difficulty Level: Easy



As you leave the truck, make a sharp left into the narrow alleyway. Ram through a market stall at the end, then pass through the yellow checkpoint.

STEP #5: THROUGH MARKED STALLS!

Difficulty Level: Easy



As you pass the checkpoint, turn sharply right, but stay on the left side of the street. Run through the remaining market stall on the left, just before the right turn.

STEP #6: 180 DEGREE E-BRAKE!

Difficulty Level: Easy



Make the right corner, following the row of green arrow markers, and look ahead. As soon as you spot the yellow rectangle, hit the E-Brake and whip around to the right.

CAUTION

Don't press any button except the E-Brake until the car has fully turned around, or you'll fail this stunt. An incoming tank is the reason for the evasive maneuver.



Head back down the road, passing the turn on the left where you came from. Ahead are a couple of trucks and steps on your right. Stay left.

STEP #7: CLOSE TO EXPLOSION!

Difficulty Level: Easy



The tank behind you fires a shell, and fortunately the yellow radius of the explosion is large. This means you can continue heading straight.

STEP #8: 180 DEGREE E-BRAKE! JUMP THE STEPS!

Difficulty Level: Medium



As you pass the explosion on your right, make another strong E-Brake, turning right until your jeep spins back around to face the original direction.



Accelerate through the checkpoint and up the stone steps. You can floor the gas and not sail over the jump.



Just prior to take off, turn your jeep left, so you land the way the green route arrows point. Don't forget to turn, or you'll become stuck in an open garage.

STEP #9: LATE E-BRAKE TURN!

Difficulty Level: Medium



The road continues, curving right. Floor the jeep until you spot another yellow E-Brake rectangle.



An armored car crashes through a wall ahead on your left, so slam down hard on the E-Brake, turn right severely, and floor it once you face the opposite direction.

CAUTION

Accelerate away from the armored car ambush, turn left, and make a swift and sharp left down a narrow alley. Don't turn too early, or you enter a garage.

STEP #10: THROUGH MARKED STALLS!

Difficulty Level: Easy



Power down the alley, making sure you hit the market stall directly in front of you. Once through the stall, make a sharp left, easing off the gas.

STEP #11: EXPLOSION!

Difficulty Level: Easy



As soon as you make the left, another explosion is incoming. Fortunately, this has a huge catchment area, so make an almost-immediate right turn.



Stay right as you finish the right turn, and zoom up the ramp of earth. If you stay left, you'll hit steps, and get stuck or lose time.



At the top of the ramp, make another sharp right, this time dabbing the accelerator on and off.

STEP #12: JUMP...INTO STALL!

Difficulty Level: Hard



Accelerate down the street, which becomes increasingly narrow. Stay left and aim at the ramp ahead.



Hit the ramp, land inside the yellow rectangle, and smash into one of two stalls. As you hit the ramp, get off the gas.



As you land, accelerate and turn right, starting while still airborne. Make an extremely sharp turn as the market ends to the left.

CAUTION

If you have too much speed here, you hit the market stall, but then slam into the far wall and lose momentum. You still complete the scene, but your time will be terrible.

Once out of the market area, follow the green arrows pointing right, and zoom out into a central junction. Keep moving, aiming for the jutting building to your right. Move along this building's wall.



STEP #13: THROUGH THE GAP!

Difficulty Level: Hard



As you pass to the left of the building's corner, stay right—a German army truck is moving left to right to block you!



Stay close to the right wall and pass through the gap between it and a panzer tank. If you're slow, you may be slammed by the truck, so keep accelerating.

STEP #14: CANNON ROLL!

Difficulty Level: Medium



Past the gap, the road shifts left, and your final stunt approaches. Press (L1) within the yellow rectangle to roll your vehicle as if it was hit by a tank shell.



The vehicle tumbles through the air, through the final checkpoint, and comes to a standstill, finishing the scene.

CAUTION

If you're late with the action button, you can roll the jeep into the film crew, and fail the entire stunt! Flip the jeep as soon as you enter the yellow box.

THAT'S A WRAP!

100 Percent Time Bonus to Beat: 10.73 Seconds

100 percent complete gives you:

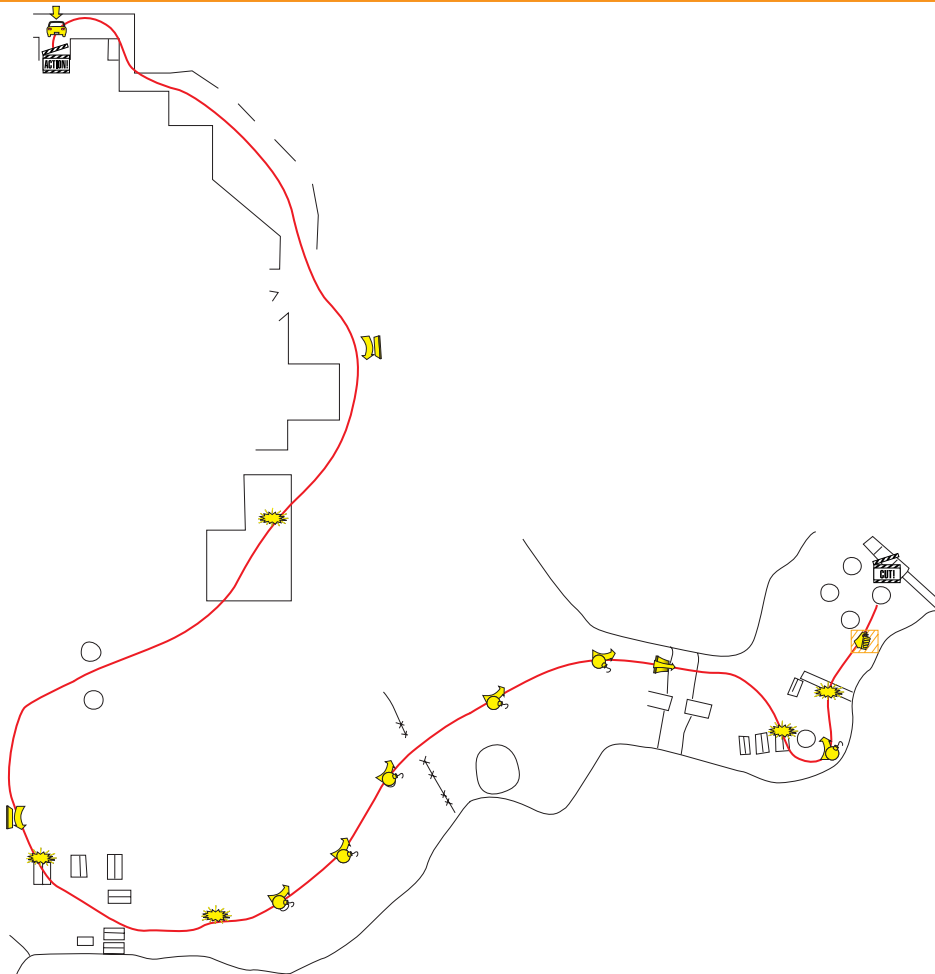
New Car!

Military Jeep

New Toy!

Ramp#11

STUNT #2: PANZER ATTACK



This sequence begins as a chase leading out of town, through a mine field, then over a big canyon jump. It ends with you lining up the car with the pillar, accelerating, then jumping out before impact.

MOVIE#5: The Scarab of Lost Souls



The unwieldy staff car corners with exceedingly poor traction, making precise E-Brake turns impossible. It's crucial to keep your speed consistently high, never braking, and to line up the stunts ahead carefully—the racing line is more important than usual here. Of paramount importance are hitting the explosion marks and aiming the car at the pillar for the end stunt.

STEP #1: CHASE THE STAFF CAR!

Difficulty Level: Hard



Continuously pursue the lead vehicle out of town, around a barracks, through a minefield, and to a bridge where the car plummets into a ravine.



Make a right turn while accelerating, using the lead vehicle's tracks as a guide. Move into the junction and pass as close to the right building corner as you can.



It's difficult to maneuver around the buildings on this exterior road, so keep turning right, move over the tracks, and point the racing line between the broken wall and the building's corner.

CAUTION

If you take the corner at too shallow an angle, you'll hit the wall on the left, or the building wall on the right, after the wall itself. Keep your speed up to complete a stunt ahead.

Weave through the corner, past the wall, and then turn left sharply to miss the white building corner on the right. This may take a few attempts.



The roadway widens, simplifying your chase. Pass the boxes and round the corner to the right, giving the building corner a wide berth.



STEP #2: BETWEEN THE TRUCKS!

Difficulty Level: Hard



As you round the corner, two military trucks move from right to left. Pass between them, as near as possible to the back of the first truck, so you enter the yellow circle.

CAUTION

If you kept up your speed, the trucks will be just exiting town, and you have to turn right a little longer before lining up to pass.

If you slowed earlier, and had problems traversing the corners and broken wall, the trucks may have already left the town, and the stunt cannot be attempted. Just continue.

STEP #3: THROUGH THE MARKET!

Difficulty Level: Medium



The lead vehicle makes a wide left around the sand, and doesn't enter the jutting market square to the right. You must turn more to the right.



Line up your trajectory so you hit the sloping sand, leap the small gap diagonally, and land on the concrete market floor. This is much quicker than going up the ramp and turning left.



Smash through the center of the market stall, then head off it, onto the sand. If you've driven perfectly, you can actually outpace the lead vehicle, so slow down!



Follow the vehicle as it climbs a sand dune and roars down the other side, between two columns. Follow the car, but stay farther right, aiming your car left rather than straight ahead.

CAUTION

If you head straight down the sand dune following the lead vehicle, you may lose control on the undulating ground and spin or crash.

STEP #4: CLIP TRUCK!

Difficulty Level: Medium



With the lead vehicle ahead and to your left and a truck incoming on your right, head down the slope and better the truck's speed. Wait until you're almost parallel with the truck, then sideswipe and turn left.

CAUTION

You can run into the truck at the earliest opportunity, and ram the front of it, but the collision sends you swerving right, usually into the Nile! If this happens, take a sharp left to regain control.

STEP #5: SMASH THROUGH RIGGED HUT!

Difficulty Level: Medium



Moments later, the lead vehicle passes through the barracks, and you must demolish the marked hut. Hit it on the near left corner, where the marker is, and turn left sharply.

CAUTION

If you hit the right side of the hut, the stunt still counts, but it's much more difficult to complete the pass through the barracks, and you usually hit the building next to the barrels, wasting time.



Continue making a sharp left, and keep accelerating, heading between an armored car and the hut with barrels.

STEP #6: THROUGH THE MINEFIELD!

Difficulty Level: Medium



Accelerate up the steep sand dune, aiming at the minefield sign. At the last second, ease off the gas and hit the sign, completing the stunt.

CAUTION

If you power up the slope and don't slow down, you may leap and clear the sign without hitting it, ruining the stunt. If you pass the sign on the left, you'll be stopped by wire fencing.

STEP #7: EXPLOSION!

Difficulty Level: Easy



Turn left as you reach the flatter part of the sand, and look for the bomb icon showing an underground mine. Aim to run over it, to the left of center.

STEP #8: EXPLOSION!

Difficulty Level: Medium



Soon after is a second mine. Though this one is almost directly in front of the first, you may need to turn left slightly. Run over it to the left of the detonation.

STEP#9: EXPLOSION!

Difficulty Level: Medium



You may need to tweak the racing line left to accelerate over the final mine, on a piece of dry sandstone. Again, pass slightly to the left.



Just after the final mine is a piece of barbed wire fencing. Pass through the gap, to the right of the opening. Go near the right pieces of fencing, but do not hit any.

STEP #10: TOWARD THE BRIDGE! TANK SHELL!

Difficulty Level: Hard



As you pass the fence opening, turn sharply right. Ahead, a tank will fire at you, so head slightly right of center. Ease off the gas if you're having trouble aiming.

STEP #11: TANK SHELL!

Difficulty Level: Medium



Accelerate away, turning left slightly, and lining up another tank blast. Aim to pass through the shell radius right of center, and begin to turn right as you pass.

STEP #12: SWERVE LEFT TO JUMP THE CANYON!

Difficulty Level: Easy



Aim directly for the "jump" icon left of the panzer tank. Continue to accelerate as fast as you can, pass the tank on the right, and take the jump.

CAUTION

Just before you arc over the canyon, the lead staff car hits the bridge and receives an airborne explosion. The bridge is out and cannot be jumped from this angle. If you try, or take the ramp too slowly, a deadly fall awaits.



As you sail through the air, quickly note the scenery in front of you. Two trucks move away to your right, and green arrows point right. Turn right and floor the gas while in the air.

STEP #13: SMASH THROUGH RIGGED HUT!

Difficulty Level: Medium



As soon as you land, turn sharply right, power down on the gas, and weave between the two trucks. If you're slow, or continue ahead instead of right, the scene ends.



Once you pass between the trucks, take the hut apart completely—ram the hut at the mark shown. Remember that the unmarked huts are indestructible!

As soon as you see the roof peeling off the hut, jam the accelerator hard, and turn left sharply, around the boulder. Don't slow down or you'll hit the stone.



STEP #14: EXPLOSION!

Difficulty Level: Medium



Another "explosion" icon appears ahead as you round the stone from the 180-degree turn. Enter the yellow circle, left of the missile hit, and aim ahead at the checkpoint.

STEP #15: THROUGH THE JERRY CANS!

Difficulty Level: Easy



Now pass between the checkpoint yellow lines, ram the cans and go through the wall. Your vehicle's low speed makes aiming simple.

STEP #16: LINE UP THE PILLAR! ACCELERATE BEFORE YOU JUMP!

Difficulty Level: Medium



As you emerge from the rubble, turn left, aiming your staff car directly at the pillar ahead. Jam on the gas as you charge forward.



When you spot the "action" icon, continue to accelerate, ready **[L]**, and dive out of the car as you enter the yellow rectangle. The car powers into the pillar, knocking it down, and the scene ends.

CAUTION

Make sure your speed is around 48-50 mph as you dive out of the car. If it's much less, you'll still hit the pillar, but without the impact the director was looking for. If you miss the pillar entirely, the director is even less impressed!

THAT'S A WRAP!

100 Percent Time Bonus to Beat: Not Available

100 percent complete gives you:

New Car!

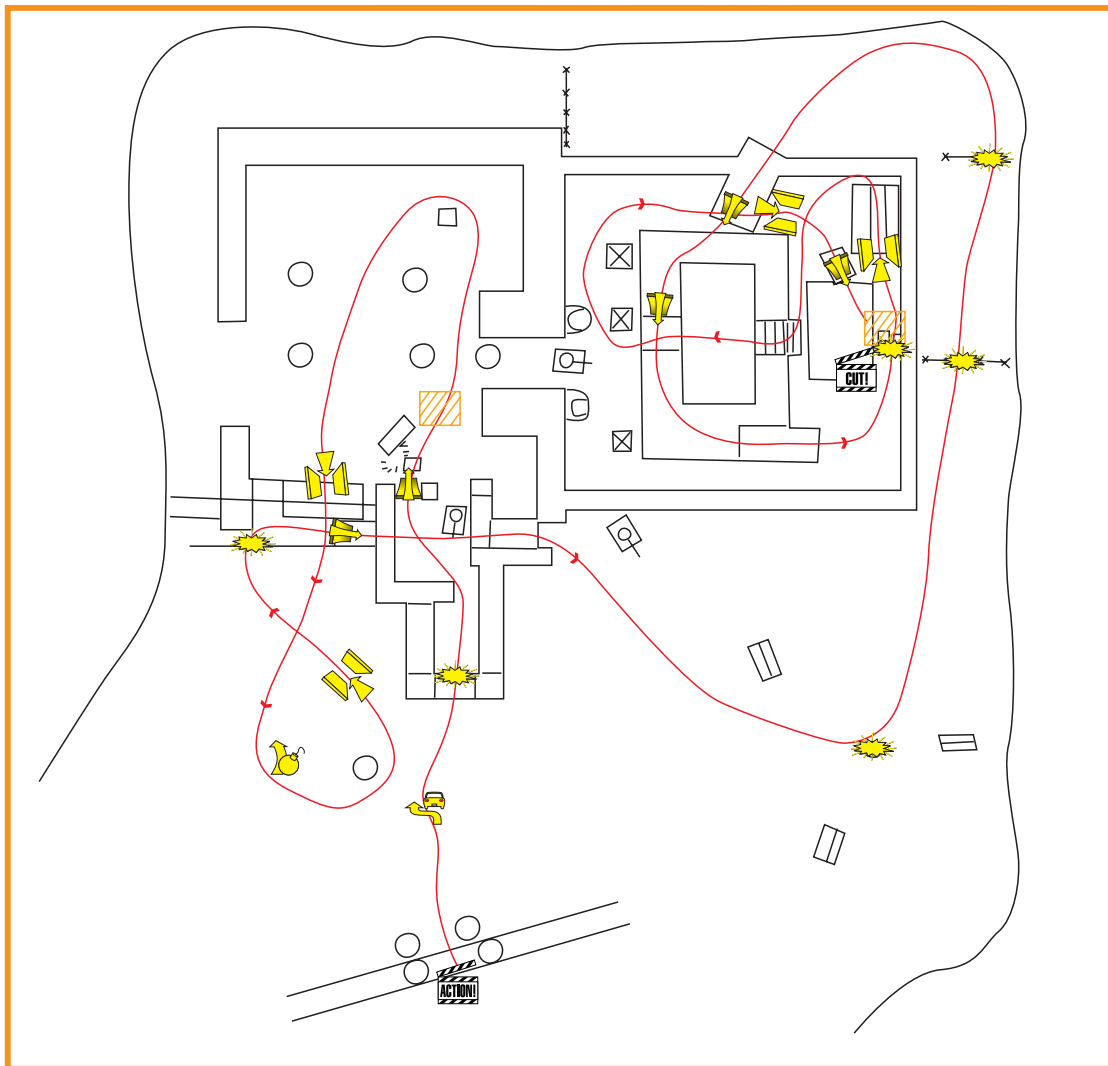
Staff Car

New Toy!

Ramp #12



STUNT #3: TEMPLE TRAP



Dakota Scott's jeep has blown up, and he's got hold of a motor bike. You're trying to find a way into the temple. They know you're coming, so you're under fire from everywhere. You finish with a jump over a reservoir, with the armored car falling into it, behind you.



A temple structure introduces loads of tight turns to make in confined spaces, as well as jumps that require every ounce of horsepower your bike and sidecar possess. Use this bike's amazing "turn-on-a-dime" cornering to your advantage.

STEP #1: OVERTAKE THE LEAD TRUCK!

Difficulty Level: Easy



Moving beneath two massive Egyptian columns, follow the two trucks as they head toward a German checkpoint. Accelerate past the first on the right.



Weave between the first and second trucks, making sure your sidecar enters the small yellow circle near the lead truck's rear left tire. Continue to accelerate.

STEP #2: THROUGH SENTRY GATE!

Difficulty Level: Easy



Pass the truck, and turn right slightly while continuously accelerating toward the gap between the two huge pillars. Smash through the checkpoint gate at top speed.

STEP #3: SWERVE RIGHT OFF THE JUMP!

Difficulty Level: Hard



At the end of the columned corridor, a tank blocks your way. As you exit, stop accelerating, turn left and move around the tank, heading for the ramp to the left.



Hit the ramp and turn right just before you launch. If your speed is low enough (around 49 mph), and you turn as you catch air, you'll fly diagonally right, landing in the middle of a rectangle.



This difficult stunt becomes straightforward if you stop the gas as you start to turn left, and swerve right as you jump.

CAUTION

Head straight off the ramp, and you'll hit the fallen stones ahead of you. You might tumble into the rectangle (allowing you to continue), but usually you fall off the bike, ruining the scene.



As you land, accelerate forward, through the first yellow checkpoint, with around eight seconds left.

Head for the green route arrows, and make a 150-degree left as you round the far left pillar. Brake slightly, turn slightly, and then accelerate into the middle of the courtyard.



CAUTION

This is also difficult to perfect. If you swerve without braking or E-Brake, you hit the columns and become stuck. If you turn too sharply, you hit the pillar, and have to reverse.

STEP #4: THROUGH THE TEMPLE ENTRANCE, UP THE STEPS FOR THE JUMP!

Difficulty Level: Medium



Stay in the middle of the courtyard (don't head left of the pillar you swung around or you'll go out of bounds). Aim for the "jump" icon in the temple entrance. Accelerate!



Turn left as you climb the steps and you fly through a checkpoint and high into the sky as a German plane bombs your position. Enjoy the flight, and stop pressing the gas! Steer right just as you launch.

CAUTION

If you don't tweak your steering to go left at the temple entrance, you can lodge the bike's sidecar in an alcove to the right of the steps, ending the scene.

Landing from the previous jump can be problematic. If you continue to accelerate, the hard landing can cause you to lose control. Instead, land and bounce, then gun the engine.



STEP #5: EXPLOSION!

Difficulty Level: Easy



Turn right, past the truck that's blocking your path, and into the explosion circle from the plane bombing above. You can zoom on either side of the bomb, but if you go right, an upcoming turn is easier.

STEP #6: LEFT, THEN BETWEEN THE TRUCKS!

Difficulty Level: Medium



Once through the explosion, turn left rapidly while tapping the gas, and turn 180 degrees around the boulder in the sand. Stay in front of the green arrows to avoid the trucks and armored vehicles.

CAUTION

Two *other* trucks patrol this area, near the initial temple entrance. But don't go between them; this is the wrong way. However, you can explore the later parts of the scene if you turn only 90 degrees.



Once you pass the boulder, the two trucks start to move from right to left across the sand. Pass between them, heading on a diagonal intercept course left, without touching either vehicle.

CAUTION

The longer you take, the narrower the gap is between the trucks. If you oversteer around the boulder, your angle is much narrower and more difficult, so stay close to the boulder for an easy ride through the gap.

STEP #7: THROUGH THE CRATES!

Difficulty Level: Hard



Once you pass the trucks, head up a steep sandy embankment to a machine-gun nest surrounded by crates. Slow down, head to the left of the crates, then turn right sharply and destroy them. Do not brake!

STEP #8: ACCELERATE FOR THE JUMP!

Difficulty Level: Insane!



Tearing through the crates is easy. Accelerating over the jump to come is not! Once through the crates, you must still be moving to complete the leap. Accelerate up and over the gap.

CAUTION

You must be traveling at around 40 mph to make the leap across the lower roadway. If you stopped at the crates, back up and take a longer run up (although this wastes time). Hit the ramp at below 36 mph, and you'll hit the wall and crash.

As you land, turn right, and head down the right side of the slope, past the tank on the left. Steady your bike and head for the barracks.



STEP #9: RIGHT, TO SMASH THROUGH THE BARRELS!

Difficulty Level: Easy



Head directly for the barrels in the middle of the enemy camp, and make a slight left as you approach. When you're almost upon them, E-Brake and swing left, sliding through the left barrels.



Accelerate directly for the checkpoint as one of the huts explodes. Barrels may be lodged under your sidecar. Shake them off with tweaks left and right.

STEP #10: BETWEEN THE BARBED WIRE!

Difficulty Level: Easy



Take the checkpoint as close to the left wall as you can. Once through, spot a barbed wire fence with crates. Carefully aim your racing line to strike the crates without hitting the fence.

CAUTION

This stunt fails if you mistime the charge and strike either fence. If you scrape a fence with vigor, you can become entangled, making you swerve wildly and stall.

NOTE

Avoid the rocky side to the right! The rock halts your progress.

STEP #11: HIT THE MACHINE GUN!

Difficulty Level: Easy



Once you pass the fence, swerve right and slam through the machine-gun nest to the right of the fence. Take the nest out on its right side, as this allows you to quickly turn left without slowing.

STEP #12: USE THE RAMP TO GET ON THE ROOF!

Difficulty Level: Insane!



As you reach the corner, turn almost 180 degrees to the left, until you spot a stone ramp heading to the roof of a temple beyond. Spend a moment lining up the leap.



This leap is extremely difficult. Race up, just right of the ramp's center, and turn left slightly as you fly off the ramp. You need to be traveling around 40-45mph.

CAUTION

Did you race up the ramp at full speed? Then you're likely to fly over the roof and onto the temple floor below, ruining the entire shoot! However, hit the ramp too slowly, and you'll hit the edge of the roof and fall.

Landing on the roof is difficult, but so is staying there! When you land, ease off the gas, and turn right. Don't turn heavily, or you'll spin out of control.



MOVIE#5: The Scarab of Lost Souls

STEP #13: JUMP THE GAP!

Difficulty Level: Hard



An armored car below and to the right takes out the right side of the roof as you land, forcing you to leap the gap. Steer slightly to the right, along the stone, and keep straight.



Once on the other side, brake gently, and glide to the left, through the checkpoint (ideally with around seven seconds left). As you pass, slow down and turn left, sharply, but without spinning.

You take a blind left into what appears to be thin air, but is actually a steep ramp down. Ride carefully down to the bottom and pick up speed, turning left.



CAUTION

If you brake too hard, or head over the checkpoint too quickly, the bike fails to grip on the corner, and you fly off the right side of the ramp, nixing the scene.

STEP #14: THROUGH THE CRATES!

Difficulty Level: Easy



After the left turn, stay in the middle, right of the palm tree, and keep in the middle of the ledge with the reservoir on your left. Smash the crates easily.

STEP #15: THROUGH THE GAP!

Difficulty Level: Medium



Over the ledge, race through the legs of a giant stone monument. Race toward the "gap" icon, tweaking your turning left slightly, and through the opening.



As you emerge from the monument, make a reasonably sharp left turn, but not too viciously or you'll swing back into the columns! Swing around 180 degrees.



You're now heading along the right side of the reservoir, with the main temple structure to your right. Accelerate toward the steps.

Make a sharp right, up the steps.

Don't get too slap-dash with the turn, as there are many columns to slide into. Once atop the steps, head through the temple and through the checkpoint.



As you emerge down the stairs, make a swift, but not tight, right turn to avoid the armored car blocking your path ahead. Accelerate hard and head for the green arrows.



CAUTION

You must outpace the armored car for the rest of the scene, meaning you cannot brake and must hit the gas almost constantly. If the armored car gets ahead of you, the stunt fails.



The armored car fires at a column, and it begins to collapse. Drive around the left side of it, and turn right as it crashes down behind you. Keep that gas pressed!

STEP #16: STAY CLEAR OF THE DEBRIS!

Difficulty Level: Medium



As you turn the corner, spot a "gap" icon ahead, on the path's right. Head for that immediately, as the armored car brings down masonry that slams the ground to your left.

CAUTION

As you pass through the gap, turn sharply right while still accelerating to line up the final jump. If you don't, you'll crash into the monument wall, and lose too much speed to complete the final jump.

STEP #17: JUMP OVER THE RESERVOIR!

Difficulty Level: Hard



Finally, turn right slightly, and line up the final jump, through a checkpoint and over the reservoir to the ledge on the left side. Remember: You don't jump the entire reservoir!



Hit the ramp at around 32 mph for best results. This lands you squarely in the yellow scoring box. If you flip over as you land, this stunt is nixed.

THAT'S A WRAP!

100 Percent Time Bonus to Beat: 9.56 Seconds

100 percent complete gives you:

New Car!

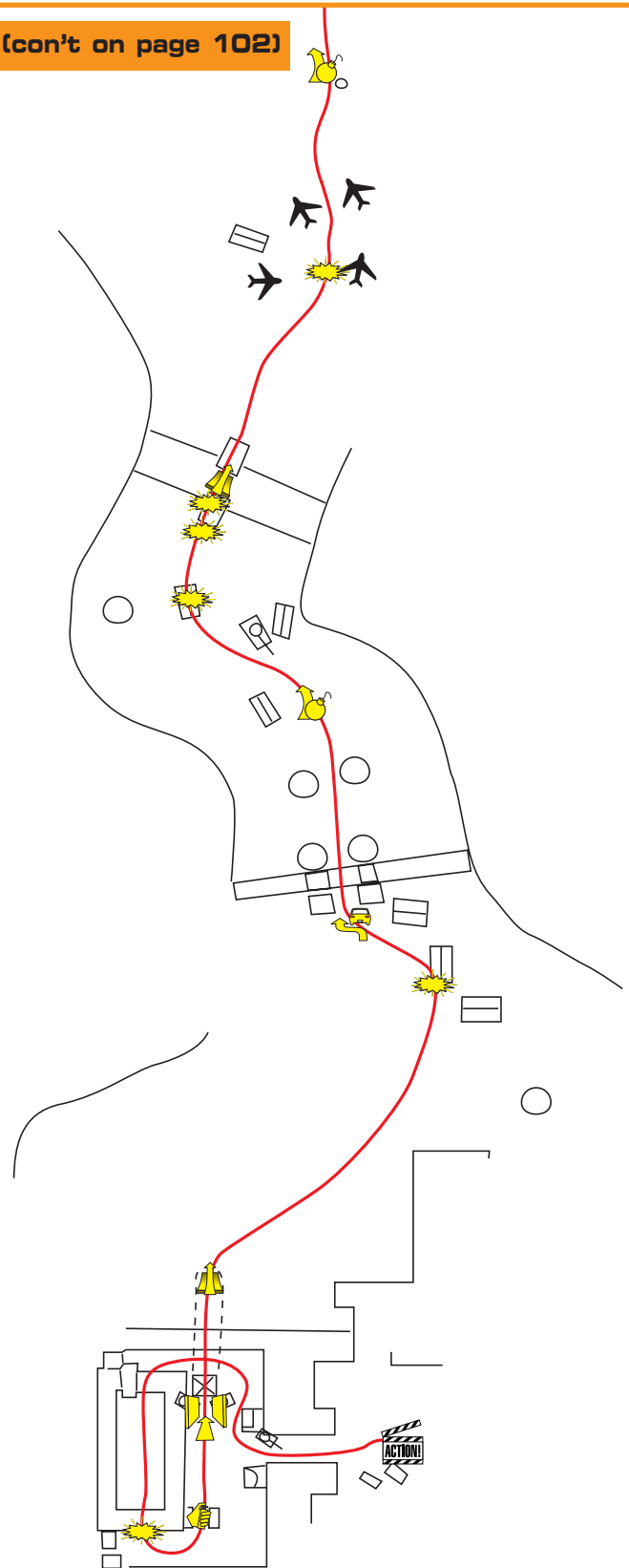
Motorbike and Sidecar

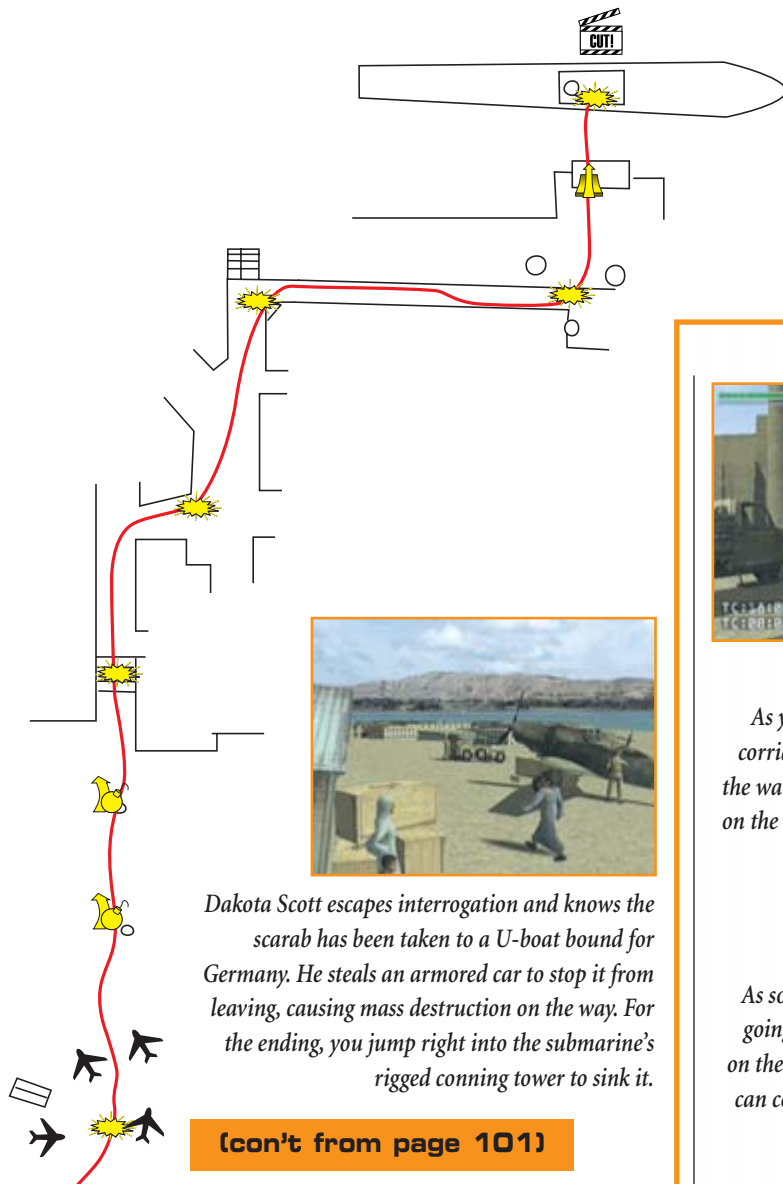
New Toy!

Explosion

STUNT #4: SINK THE U-BOAT

(con't on page 102)





Dakota Scott escapes interrogation and knows the scarab has been taken to a U-boat bound for Germany. He steals an armored car to stop it from leaving, causing mass destruction on the way. For the ending, you jump right into the submarine's rigged conning tower to sink it.

(con't from page 101)



This lumbering mammoth of a vehicle won't win any aerodynamic awards, but it's sturdy enough and quite maneuverable. It needs to be, as you're going to E-Brake in it, fire its turret, and jump a canyon! Worry less about the checkpoints, and more about accurate completion of stunts and keeping the racing line.



As you start, make an almost immediate left, pressing hard on the gas and heading closely around the two parked trucks. Optionally, you can smash the crates.

As you pass through the temple corridor, a panzer tank blows up the wall to your left. Pass this tank on the left, and immediately begin to turn right.



As soon as you're sure you aren't going to hit the jutting platform on the ground, swing around. You can complete this without letting off the gas.



As the armored car slips right, countersteer, and tap the gas while you head left around the monument. Stay centered between the monument and the stone temple wall.

You're guided to a sharp left turn into the temple. Hit the sandy bank in the middle, and once you're pointing toward the checkpoint, gun the accelerator.



CAUTION

Take this corner around 20-25 mph. Swerve too late, and you'll sideswipe the rock and lose time. Turn early, and you'll hit a half-buried platform and stop completely, ruining the take.



Zoom down the temple corridor as the German officers scatter left and right. Don't worry about the checkpoint counting down—you make up time later. Turn left as you pass through.

STEP #1: THROUGH THE AMMO BOXES!

Difficulty Level: Easy



Once through the checkpoint, E-Brake, sliding left through the ammo boxes and off the side of the temple onto the sandy floor.

CAUTION

If you don't powerslide, the left turn to set up the following stunt is much more cumbersome. If you E-Brake too late, you'll hit the exterior temple wall and become stuck.

STEP #2: AIM AT PILLAR AND FIRE!

Difficulty Level: Insane!



Turn and line up your shot before you enter the yellow rectangle, either side of the enemy trucks, and aim carefully at the pillar ahead. Hit **[L3]** to topple it, then accelerate forward.

STEP #3: THROUGH THE NARROW GAP!

Difficulty Level: Hard



Aim straight at the falling pillar, and drive through the gap between the two German vehicles and up onto the fallen pillar. Do not hit either vehicle as you pass. Continue to accelerate.

CAUTION

If you miss hitting the pillar with your missile, the scene ends. If you took too long aiming, you won't reach the gap in time and may strike a vehicle.

STEP #4: UP PILLAR AND OUT!

Difficulty Level: Medium



Once on the pillar, continue to accelerate and drop off the end, landing on the sand. While airborne, turn sharply right.

CAUTION

Although the scene continues to the right, don't turn until you're off the pillar and falling, or you'll land on your side and become stuck.

STEP #5: THROUGH RIGGED HUT!

Difficulty Level: Medium



Once recovered from the fall, gun the engine, and follow the two trucks moving away from you, through the checkpoint. Pass the trucks on the right.



Head toward the hut with the icon, and as you near it, start to turn left, as if you are going to miss it. Then, as you close, E-Brake and turn sharply left, letting the back right wheel smash the hut.

STEP #6: OVERTAKE TRUCK!

Difficulty Level: Hard



As long as you powerslide into the hut, you can continue at speed between the two moving trucks, now on your left and slightly below you. Move between them, and pass the front one on the left.

CAUTION

Make sure you swerve around the left side of the front truck before you enter the giant temple entrance, or the stunt will fail. After you pass, head straight through the checkpoint.

STEP #7: EXPLOSION!

Difficulty Level: Easy



Rumble downhill, turning slightly right and aiming at the explosion the enemy tank is about to unleash. Head left of the explosion's center, and pass the tank on the left.

STEP #8: THROUGH RIGGED HUT!

Difficulty Level: Easy



Just after the tank is another rigged hut. Simply smash it without resorting to skidding. Turn right afterward, toward the canyon.

STEP #9: BASH THROUGH TRUCKS FOR THE JUMP!

Difficulty Level: Medium



Continue to turn, and accelerate hard for the next few stunts. Aim for the middle of the two trucks, slamming them aside as you leap the ravine. Take a central racing line.



A moment later, you hit the twisted remains of the canyon bridge and leap the crevasse. As long as you point the armored car directly forward, you can take this leap at top speed. Land through the checkpoint.

STEP #10: TAKE OFF THE WING! AVOID THE WRECKS!

Difficulty Level: Medium



Once over the bridge, point your armored car left slightly, and gun the engine toward the parked airplane on the right with the targeted wing.



Smash into the wing, hitting it squarely, but don't get too near the plane itself. As you break the wing off, two planes bomb the aircraft in front of you.



Move around the wrecks by simply continuing your course, and making a left turn through the back two planes. If you hit either of them, prepare to stall completely.

STEP #11: EXPLOSION!

Difficulty Level: Easy



Make a slight right turn, and aim for the left side of the explosion circle ahead of you. A panzer tank fires from the right. Continue on your slight left turn into town.

STEP #12: EXPLOSION!

Difficulty Level: Medium



The next explosion has a bigger circular area to head into, but is on a steeper slope. Run left of the blast's center, and aim for the checkpoint, easing off the gas.

STEP #13: SMASH THROUGH THE WALL, INTO THE TOWN!

Difficulty Level: Medium



Ease off the gas for this next important stunt. It's vital to hit the two town walls in the center—the left and right edges of the walls stay in place and can stop your vehicle dead.

CAUTION

The faster you go, the less time you have to line up your car with the middle of the wall, and the more damage the hits cause. This can total your vehicle, so be careful.



Once inside the town's walls, head down the narrow street until you spot the green arrows pointing right. Make this turn early. Too late, and you'll hit the far building and get hung up on the wall ledge.

STEP #14: THROUGH THE MARKET STALLS!

Difficulty Level: Medium



Slow slightly for the right turn, and stay slightly left of the middle of the sloped street, hitting both market stalls, one in front of the other.

STEP #15: HARD RIGHT! TAKE THE CORNER OFF THE BUILDING!

Difficulty Level: Medium



Turn left slightly, increase your speed, and head through another checkpoint. Then make sure the right side of your vehicle is lined up with the right corner of the building ahead.



Smash into the building, clipping the right corner. Hit the structure with about a tire's width of car, as a glancing blow isn't enough. Turn right, but not too severely.



You're on the final road now. Just stay left, passing the first oncoming truck. Then swing right at once, passing the second.



STEP #16: THROUGH THE DARK WALL!

Difficulty Level: Easy



Just after the second truck, aim at the dark brick wall with the icon on it, and turn sharply left as you hit it. Continue tapping the gas. The light colored walls are indestructible—don't hit them!

STEP #17: HIT THE SUB!

Difficulty Level: Hard



Power down the jetty toward the ramp, taking it on the left side and launching the vehicle straight at the U-boat in the water.



Sink the boat with enough speed, or by hitting the top of the sub and bouncing into the tower. Don't slow down for this takeoff!

THAT'S A WRAP!

100 Percent Time Bonus to Beat: 8.64 Seconds

100 percent complete gives you:

New Car!

Armored Car
Civilian Jeep

New Toy!

Loop



Pat yourself on the back—thanks to you, the latest Dakota Scott epic is going to be a summer blockbuster. By now, you should be rising through the Stuntman ranks. Next, you have the chance to prove your mettle by attempting a world bus jumping record. If you survive

that, it's on to the final movie, and the most outrageous stunts of all!

MOVIE#6: Live Twice for Tomorrow

LOCATION:
Monaco, Europe



The name's Crown, Simon Crown. With a license to thrill and a collection of cars almost as gorgeous as the women he seduces, this master British spy is set to take the box office by storm when his latest movie, *Live*

Twice for Tomorrow, is released later this year. For now, though, you play Crown's stunt double and are tested to the very limits in a series of frankly lunatic stunt journeys featuring expensive foreign cars (with one laughable exception) thrown through gaps you couldn't normally pass a bicycle through. Nothing has prepared you for the speed, toughness, and downright demanding nature of this movie. So let's get out there and wreck some Italian sports cars, shall we?

NOTE

Located off the southeast coast of France, the ancient principality of Monaco has a rich and colorful history dating to the sixth century, when barbarians, then Saracens, were the masters of this one-mile outcrop and natural harbor. Nowadays, it boasts a proud monarchy (with Prince Rainier III as head of state) and serves as a gateway to the Mediterranean for international gambling playboys frequenting the glitzy Monte Carlo area, and parking their 150 footers in the glittering harbor. If Simon Crown wasn't working for the British Government, he'd no doubt be sipping a dry martini at an exclusive hotel.

STUNT VEHICLES



White Sports Sedan

Used in: Stunt 1
Speed: Good
Handling: Average
Braking: Average
Size: Average



Luxury Blue Sports Car

Used in: Stunt 2
Speed: Excellent
Handling: Excellent
Braking: Excellent
Size: Average



Euro Mini Car

Used in: Stunt 3
Speed: Average
Handling: Excellent
Braking: Good
Size: Small



Luxury White Sedan

Used in: Stunt 4
Speed: Good
Handling: Good
Braking: Good
Size: Large

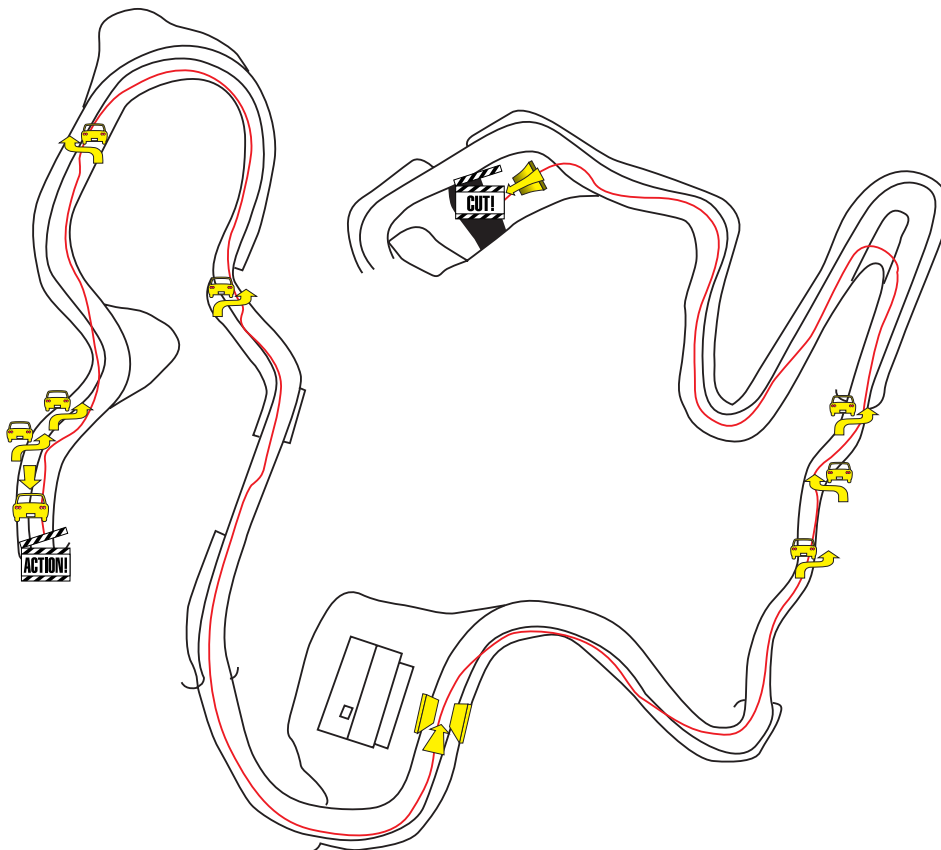


Yellow Sports Car #1

Used in: Stunt 5
Speed: Excellent
Handling: Excellent
Braking: Excellent
Size: Large



STUNT #1: MOUNTAIN CHASE



Doubling for Crown is a lifetime ambition for most stunt people. Budgets and pressure don't get much bigger. This part of the story is set in the mountains of Monaco, with Crown giving chase. In the last part of the scene, the car in front explodes, and you jump the gorge.



One word describes these stunts: insane! With a car that doesn't handle very well, and following a powerful yellow car along snaking mountain roads, this scene tests your driving abilities to the limits. The route is linear, but the oncoming traffic is a pain, so check out the map to learn where all the obstacles are.

STEP #1: CHASE THE SPORTS CAR!

Difficulty Level: Insane!



Keeping the yellow sports car in close view is both an exercise in patience as you learn the course and an exercise in proficient driving as you learn how to weave through traffic. The car passes your stationary vehicle on the left.

Once the action begins, accelerate past the truck that blocks your view of the road ahead. Pass it to the left, but stay in the middle of the road.



STEP #2: GET CLOSE TO THE ONCOMING CAR!

Difficulty Level: Hard



Your first brush with disaster occurs as the road bends to the right. The turn isn't particularly tough, but the car-based slalom course is. Look for the incoming blue car and brush to the right of it, in the scoring zone.

STEP #3: GET CLOSE ON THE LEFT AND OVERTAKE!

Difficulty Level: Hard



As you pass the car, two more vehicles appear in front of you as you continue a medium right turn. Pass to the left of the gray sedan, in the scoring zone.



Swerve back into the middle to avoid the oncoming blue motor car. The extremely tight squeeze must be perfectly timed!

CAUTION

Swerve right at the last moment as you pass the gray car, as if the blue one weren't there. Stay as near the gray car as you can. Keep accelerating from the scene's start until this stunt is complete.



The fun doesn't end there, either! The right bend turns left abruptly, then starts another right turn. As you approach this course, stay left.

Ram the car over the curb onto the left pavement, ease off the gas, get past the gray oncoming sedan, then swerve back onto the road itself. The lamppost is safe to pass through, but sometimes the curb knocks you back into the road—head onto it early.



CAUTION

On this snaking section, you can pass the oncoming car to the right. However, this is difficult, can cause you to brake and lose control, and wastes time.

Back on the road, negotiate a tight right bend. The yellow sports car passes the dark blue sedan to the left. Line up for the next stunt by passing on the right, hugging the rock wall.



STEP #4: GET CLOSE ON THE LEFT AND OVERTAKE!

Difficulty Level: Medium



The director packs four vehicles close together, and he expects you to weave through them without crashing! Stay right.



As you pass the first car and truck, steer left slightly at the gray sedan's left rear bumper. The yellow car passes on the right and heads for the tight corner.



Gun the accelerator and zoom past the gray car. If you haven't flubbed a previous stunt, you pass inches away from the car and the oncoming green motor.



Keep that speed up until you're about 50 feet away from a truck on the right. The yellow car brakes for a sharp 180-degree turn.



Pass the truck on the left, traveling at 65 mph max, then turn right sharply. If you turn faster, or brake suddenly, your car somersaults into the scrub.

As you pass the truck, tap the accelerator, staying around 50-55 mph around this tight U-turn. Keep close to the right wall or an oncoming truck hits you.



You can also E-Brake and slide around this bend, although this takes incredible skill. Once around, floor the accelerator. The yellow car zips away, passing a gray sedan on the right.



Line up for the next stunt, keep to the center of the road, zoom past a blue oncoming car that passes to the left, and whip around the left side of the gray sedan.

STEP #5: GET CLOSE ON THE LEFT AND OVERTAKE!

Difficulty Level: Hard



Zip past a truck on your right, inches from its left side. Zoom into the scoring zone without letting off the gas.



As you pass the truck, swerve right. A blue car approaches on the left, obscured by the left rock wall.



Maintain control as the road weaves up and right, turning the corner with medium strength. Keep pressing the gas, and pass another gray oncoming sedan. Keep right!



As the director yells for you to miss an oncoming truck, follow the yellow sports car onto a straight but narrow bridge, passing to the left of a green sedan.



Swerve right after passing, missing the oncoming truck by inches. This isn't counted as a stunt, but it's as difficult as any you've tried so far! If you haven't kept your speed up, the truck may reach the green car, leading to a spectacular, but unscripted, crash!

As you swerve past the truck, hit the wall on the right as you straighten up—this knocks you onto a perfect racing line for the long left turn to come.



Keep to the road's right, passing a gray sedan on your left, and enter a long, thin tunnel, just wide enough for two lanes of traffic...until now!



Pass the car on your right, stay in the road's middle, then hug the right tunnel wall as a car and a truck pass on the left. The tunnel turns sharply left.



Sideswipe the wall to steady yourself, and pass the final blue car between it and the rock wall itself. This is the easiest way through the tunnel without swerving and possibly losing control.

STEP #6: GO BETWEEN THE TRUCKS!

Difficulty Level: Insane!



Stay right as the road bends sharply left, and pass the oncoming blue car.



Accelerate toward the two trucks, the left one oncoming, the right going in your direction. Keep as close to the truck on the right (the scoring truck) as possible.



If you time this correctly, the left truck just passes the right as you emerge between them. Pass between both vehicles, then steer slightly left.

CAUTION

There's little room to maneuver here, so don't slow down; get as close to the right truck as possible. You fail the scene if you miss. Stay on the right pavement and miss the stunt if you want to see what's upcoming.

Once you pass the trucks, weave back to the right side. The yellow car slows ahead as it attempts to pass between two cars. Pass the blue car to the right of it.



Stay right as a green sedan cruises by on the left. Then head up, onto the pavement, and pass the gray sedan on the road's far right, hugging the wall.



If you complete this move, you won't have to weave between the sedan and the truck; with speed, you can almost catch the yellow car! But don't hit it—continue the sharp right as the road bends.



The road straightens out slightly, and then ends in a sharp 130-degree left. To make matters more interesting, you must avoid two cars. The yellow car passes through the middle.

Get around this sharp left bend by heading toward the inside rock wall (without hitting it!), passing to the left of the oncoming blue car on the corner.



Accelerate around the bend at around 55 mph, twitching the steering left and right until you spot the tunnel around the bend. Then straighten up.



Head into the long, thin tunnel at full acceleration. Do not slow down, as this is where the yellow car can get away from you. Hug the right wall (don't lose control on the curb!) and pass to the right of the truck.

STEP #7: GET CLOSE ON THE RIGHT AND OVERTAKE!

Difficulty Level: Hard



Stay close to the wall as you pass a light blue car on the right. The scoring zone is tiny, so make sure you almost clip the side!

STEP #8: GET CLOSE ON THE LEFT AND OVERTAKE!

Difficulty Level: Insane!



A millisecond later, steer left around a blue car, missing an oncoming gray sedan by millimeters! This is one of the most difficult moves to perfect. Don't oversteer or slow down.

STEP #9: GET CLOSE ON THE RIGHT AND OVERTAKE!

Difficulty Level: Insane!



A final superhuman feat awaits. Move back onto the road's far right, and pass to the right of a final car traveling in your direction. Ease off the gas as you flick right then left to straighten up and pass it.

NOTE

If completing or learning this scene is more important than earning 100 percent, ignore the second of these three previous stunts and stay on the tunnel's right side.



Continue accelerating, passing to the right of an oncoming truck, then brake and spin left for a severe left turn.



You catch the yellow car here, so don't run into it! Turn on the gravel inside this turn, wait for the yellow car to pass, then chase. Don't beat the car or this stunt is ruined—you're chasing, remember?



Once the yellow car is ahead, pass an oncoming car, weave between two more vehicles, staying in the middle of the road, and aim right for the upcoming sharp right.



Pass the blue car on the right, slide to the left of the truck as you take the corner at speed (E-Braking or a small tap of the brakes works well), then jam on the gas and swerve right.

STUNTMAN

MOVIE#6: Live Twice for Tomorrow

Swerve right to avoid the oncoming blue car. Race up the winding road. Keep right to avoid a gray sedan.



The left rise turns into a medium bend to the left. Move to the middle of the road to avoid the car on the right, but don't oversteer or you hit the barrier on the right.



Steer into the middle of the road as you pass the car, and avoid a final blue car on the left. Swing left, passing a blue car on the right.

THAT'S A WRAP!

100 Percent Time Bonus to Beat: Not Available
100 percent complete gives you:

New Car!

White Sports Sedan

New Toy!

Ramp #7

STUNT #2: HEAD ON



This scene is a flat-out drive with a helicopter in pursuit. At one point, it fires into the rock face, and you must avoid the falling boulders. To complete the sequence, drive the car off the cliff and into the helicopter, diving out at the last second.

STEP#10: KEEP LEFT AND MAKE THE JUMP!

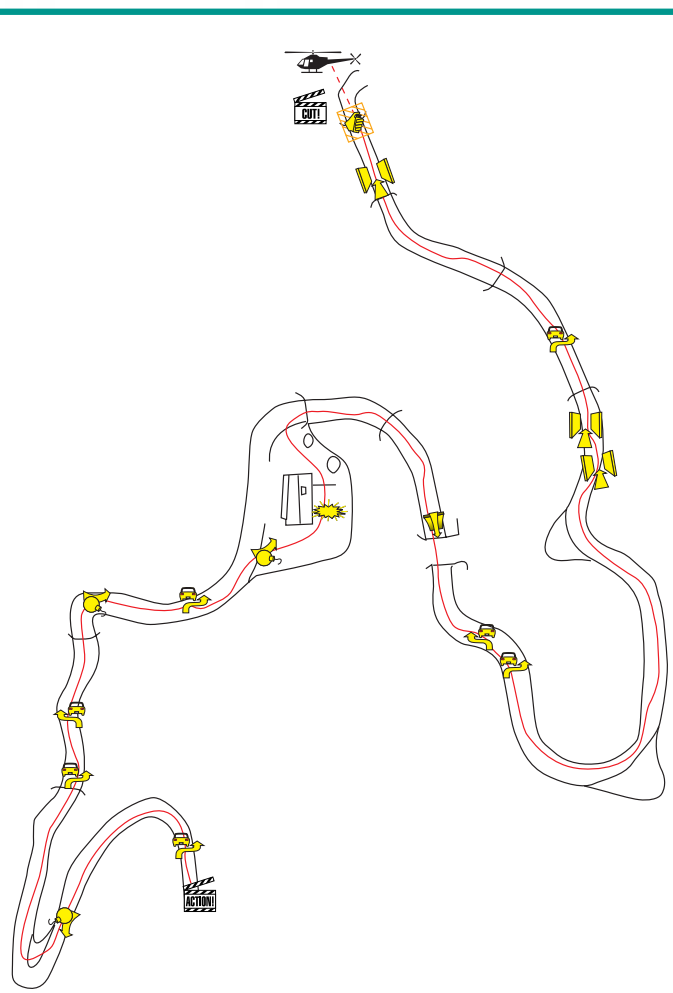
Difficulty Level: Medium



As you spot a truck on the right, the path opens up with a patch of dusty gravel on your left. Swerve left, onto the gravel, and set yourself up for a jump.



The yellow sports car takes a helicopter missile and explodes on the bridge; hit the "jump" icon and fly over the ravine, landing in a heap on the other side.





If you thought these scenes were going to get easier—think again! They're faster, with more traffic. Plus, you drive into the scoring areas of constant helicopter-launched explosions! This scene takes place in the same locale as the previous stunts, but your car is a more maneuverable one, and you head downhill, not up. The keys to victory are keeping your speed up and looking ahead to avoid oncoming dangers.

STEP #1: GET CLOSE ON THE LEFT AND OVERTAKE!

Difficulty Level: Medium



Here's a relatively simple stunt. Head forward into the middle of the road, tweak the steering left, around the car, then pass to the right of the oncoming gray sedan.



Accelerate, heading for the tight left corner, and swing the car around until it starts to skid. Countersteer left, and pass to the right of a gray sedan. Complete this turn without letting off the gas.

Now floor it, zipping to the left of the car to your right; hug the road's left side until the chopper appears ahead of you.



STEP #2: GET CLOSE TO THE EXPLOSION!

Difficulty Level: Medium



The chopper fires a missile at the "explosion" icon ahead. Pass through the scoring zone to the right of center. Head for the gap ahead between the parked SUV and the tree.



There's no need to brake or E-Brake—this car has amazing handling! As you head onto the gravel, let off the gas and turn right as sharply as possible.



As the car swings right, countersteer left around the hairpin corner, and struggle to straighten the vehicle. The instant you start countersteering, hit the gas, and accelerate toward the tunnel.



Stay on the road's right, hugging the rock wall. There's a car to the left and a nonscoring explosion to zoom past, followed by a car on the right.

Head past this blue car, keeping to the extreme right side of the road, and zoom through the checkpoint with seconds to spare. Stay right as you enter the tunnel.



STEP #3: GET CLOSE AND OVERTAKE ON THE RIGHT!

Difficulty Level: Medium



Keep right, and pass a sedan in the tunnel. The relentless chopper follows you into the tunnel, so keep accelerating!

STEP #4: GET CLOSE AND OVERTAKE ON THE LEFT!

Difficulty Level: Hard



Almost immediately, you pass a car on your left. Shift slightly left of center, passing a second car, this time on the left. The chopper takes out a car ahead in a massive fireball!

CAUTION

The wreckage of the car can slow you down, so stay close to the second car and shift right as you pass. If you're too slow passing the second car, the chopper races ahead of you, ruining the scene.



Attempt to exit the tunnel. Keep to the middle as the chopper passes overhead (once you pass the second stunt car), and stay in the middle as you pass a car on your right, then left, and through a checkpoint.

STEP #5: GET CLOSE TO THE EXPLOSION!

Difficulty Level: Medium



The chopper shoots another salvo onto the road ahead. Head through the explosion as you turn a right corner. Tap the brake, turn right, and press the gas once you gain control.

STEP #6: GET CLOSE AND OVERTAKE ON THE LEFT!

Difficulty Level: Hard



Round the corner, and stay in the road's middle or left to avoid an oncoming truck. Keep to the road's left at the corner.



Accelerate as the director orders another stunt—keeping left of the light blue hatchback to the right. Zoom past it, then swerve hard right to miss the oncoming truck.

CAUTION

If you took the previous corner too slowly, the truck already reaches the car you're supposed to overtake, and the stunt fails. Maintain speed to prevent this!



As you continue your high-speed mountain descent, pass to the right of an oncoming blue sedan, then move to the left as the building appears in the distance.

STEP #7: GET CLOSE TO THE EXPLOSION!

Difficulty Level: Medium



Aim to the right of the building, aiming for the "hit" icon. Make sure you pass through the right scoring side of the explosion.

STEP #8: THROUGH THE FENCES!

Difficulty Level: Medium



Hit the gravel (you lose traction, so don't oversteer) and slam through the first fence. Use the bit of concrete ground to steer left a little more.



Smash the second fence, then head out onto the gravel. Once through, make medium right turns. Don't hit the two rocky outcrops to the right.



Swerve back onto the tarmac, tapping the brake as your tires grip, and swing right of the oncoming truck. Pass through another checkpoint and into a tunnel that turns right.

The chopper follows you into this tunnel. Don't slow down—keep the helicopter behind you. Pass the blue car to the left, then the oncoming green car to your right. Keep in the middle.



Round the corner as bullets pepper the ground near you, then swing left, around the car traveling in your direction. Once out of the tunnel, the chopper passes over you without ruining the scene.



STEP #9: JUMP OVER THE DESTROYED BRIDGE!

Difficulty Level: Medium



The road straightens out, with two cars to pass on the left. As you do, the chopper takes out the narrow bridge ahead! Swerve right to avoid the oncoming truck.



Hit the bridge ramp traveling at speed, and leap with the car pointing straight. We don't recommend leaping at an angle, but you can jump this way and survive.



Land without acceleration. Once the car is in control, jam on the accelerator and swerve right, avoiding the exploding car chassis tumbling toward you!

STEP #10: SWERVE THROUGH THE TRUCKS!

Difficulty Level: Hard



Stay in control as you turn left. The road ahead snakes through a checkpoint. Follow it while weaving past two trucks. Stay left of the first truck.



Swing sharply to the right of the second, making sure you're in the scoring zone for both vehicles. If you slowed after the ramp jump, the gap will be too narrow, and you hit the oncoming truck!



Stay right as you pass through the checkpoint. Pass to the right of a green car. The oncoming gray sedan is difficult to miss if you're on the left.

Zoom to the left of the truck as you take the 120-degree left as fast as you can. There are no oncoming cars, so hug the left rock wall. This prevents you from taking the corner too wide and losing control on the gravel.



Stay left as the chopper blows up a car on your right.





Just after the explosion, swerve right and dodge the oncoming truck. The chopper continues to fire missiles at you. These don't count as stunts, although they can cause you to lose control.



Pass through the checkpoint at speed, and stay right as the corner weaves right. Pass to the right of a truck and a car.

STEP #11: AVOID THE FALLING ROCKS!

Difficulty Level: Medium



The explosions keep coming! Stay right and look for the "gap" icon ahead. The chopper dislodges boulders falling from the left.



Stay right of the icon as you pass the boulders on the road's right. There's no need to slow, but stay right or you hit a rock and lose a lot of time.

STEP #12: SWERVE THROUGH THE ROCKS!

Difficulty Level: Hard



Once through the gap in the boulders, swing left and aim for the second icon. This group of boulders has already fallen, but some are still rolling. Pass the boulder in the gap, and swerve right to avoid one ahead.



Swing onto the road's right, passing the final boulder. Accelerate, passing through a checkpoint and into a tunnel.

STEP #13: GET CLOSE AND OVERTAKE ON THE LEFT!

Difficulty Level: Insane!



Stay on the tunnel's right and pass an oncoming truck, then prepare for a tight weave around the left side of a gray sedan. Watch out for the oncoming blue car!



The gap here is microscopic, so stay as close to the gray car as possible, pass both vehicles, then steer to the left as it swings left.



There's a sharp right to come; pass to the left of the truck, then swing to the right, onto the pavement itself, and passing the green hatchback. This cornering technique saves time and avoids the oncoming blue car.



The road turns left around a blind corner. Stay right to miss another incoming blue car. Pass the truck, staying in the road's center.

STEP #14: THROUGH THE GAP!

Difficulty Level: Insane!



The penultimate stunt is another doozy; enter the tunnel ahead and keep to the middle. Head straight for the "gap" icon, almost brushing the truck's left side.



Another truck is coming! There's a hair's breadth between all three vehicles, but the gap is passable. Swing right after the stunt.

STEP #15: JUMP OUT OF THE CAR!

Difficulty Level: Medium



As the tunnel ends, there's an Action button icon ahead of you, with the chopper hovering ahead. Accelerate as fast as you can—you need to have kept your speed up in the tunnel.



Pass into the scoring rectangle, and hit [L1] while pointing the car at the chopper ahead. The direction needs to be exact! Dive out of the car as the vehicle plunges into the chopper. What an ending!

NOTE

Redo the stunt if the car misses the chopper, you didn't line up the direction exactly enough, or you were driving too slow and the car didn't get enough lift.

THAT'S A WRAP!

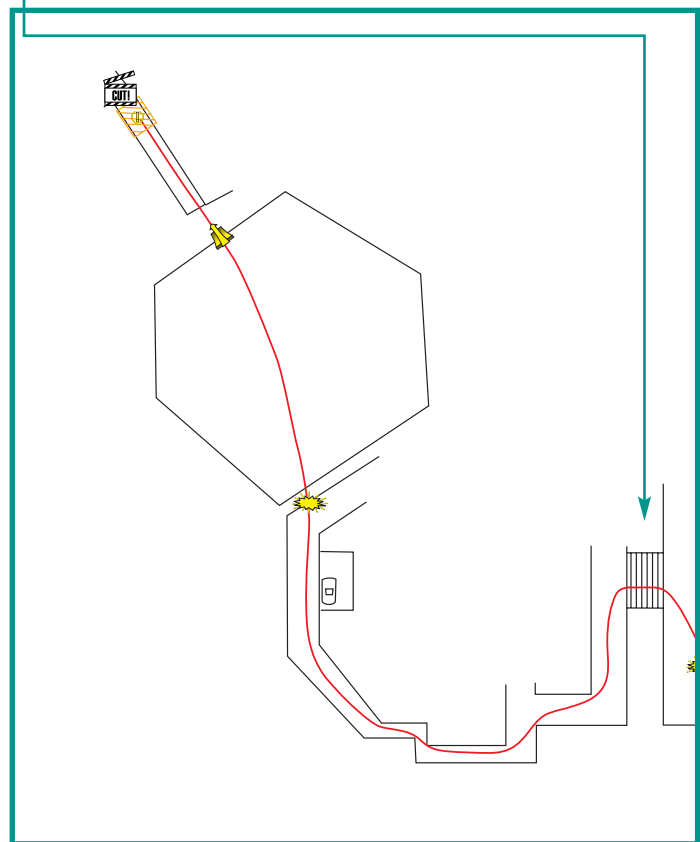
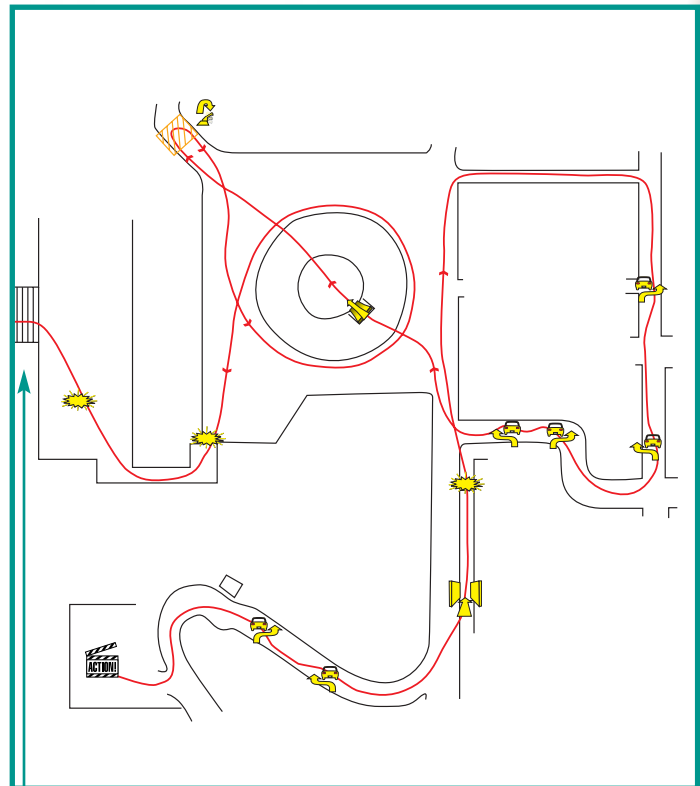
100 Percent Time Bonus to Beat: 7.96 Seconds

100 percent complete gives you:

New Car!
Luxury Blue Sports Car

New Toy!
Billboard Truck

STUNT #3: POLICE CHASE



MOVIE#6: Live Twice for Tomorrow



Simon Crown left one of Gustaf's men dead in a hotel laundry basket, and the local police are onto him. He charms his way into a woman's European car and persuades her to let him drive. In this sequence, you have to escape multiple police tails and stop on the edge of a massive drop.



Although this car looks like an upturned bucket and should have the aerodynamic qualities of a brick, it E-Brakes sharply like no other vehicle, unless you corner too quickly...then it flips over! It's a good thing this car is small—the gaps and cars you weave between are extremely narrow. Your speed determines whether you reach each stunt in time or not. The only way to complete this level is by practice and learning the last-minute maneuvers needed to miss the close traffic and obstacles.



The director yells for a hard left, and you accelerate out of the hotel courtyard, tweaking the steering to the right, and passing the row of flower planters. Hit these and the scene is over!



The police are closing in on the right road, so do a 180 E-Brake left, around the planter—without letting off the gas.

Steady the car by easing off the gas for a millisecond, and head around the striped raised corner, keeping off the stripes. Hitting the curved corner can flip your vehicle.



Remain on the road, which is initially difficult because the car turns heavily left and right at a touch. As you hit the hill, stay in the middle.

STEP #1: OVERTAKE ON THE RIGHT!

Difficulty Level: Hard



Keep in the middle. A car is racing toward you down the middle of the road. Accelerate past the green car on your right, then weave right and pass the green-and-yellow car.

STEP #2: OVERTAKE ON THE LEFT!

Difficulty Level: Insane!



Immediately afterward, a blue car follows the yellow-and-green one, heading at you in the middle of the road. Continue to accelerate, zipping past the white car and dodging right as the road turns left.

CAUTION

The second of these overtaking stunts is notoriously difficult—you must have continuously accelerated from the start. If this is too hard, simply stay to the left and fail both stunts. Don't ram the right lamppost after passing the second car!



Turn sharply left once the car passing is complete. Avoid the striped curbs—mounting them makes you lose control. Pass between a white van on the left and a police car from a right side street.

STEP #3: NARROW GAP!

Difficulty Level: Medium



Aim diagonally right, ignoring the traffic on the road ahead, and zoom straight under the building's façade. Turn left as you enter to avoid hitting the wall.

STEP #4: SMASH THROUGH THE FENCE!

Difficulty Level: Hard



Continue through the façade, keeping a straight line (nudging the right wall as you enter knocks you into a good racing line), and exit the other side, turning left slightly.



As you exit, aim to the right of the "hit" icon ahead of you, and smash the fence. The force knocks your vehicle left, almost hitting a waiting police car. You connect with this car if you smash too far left of the icon.

Head quickly through the checkpoint, staying in the middle of the road; green route arrows point to a tree-lined path to the right. Edge right to avoid an oncoming car to your left, and E-Brake around the bend.

If you approach this too fast, you may slam into the curb or flip the vehicle, so tap the brake if necessary. The cops follow you up the narrow tarmac path. You can run through all of the poles and obstacles, but stay in the center.



If you reach the turn too late, a police car blocks the entrance, causing the scene to fail. The police car needs to chase you. Once through the checkpoint, brake and swerve into a hard right.

STEP #5: OVERTAKE ON THE RIGHT!

Difficulty Level: Hard



Round the bend, stick to the first set of dotted white road lines, pass to the right of an oncoming police car, and almost skim the left edge of a gray sedan.



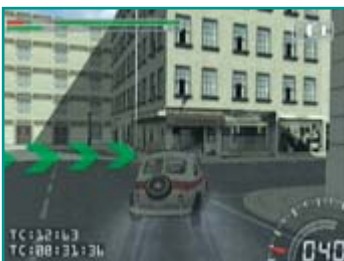
You have a split second to swerve right, passing dangerously close to the right side of an oncoming blue car. Stay right of it, and pass a white van to the right.

STEP#6: OVERTAKE ON THE LEFT!

Difficulty Level: Medium



As you pass the white van, pass another gray sedan—this one tailing the van. Swerve left, overtaking a white car and moving to its left side, then sail through a checkpoint. Constant acceleration is key to completing these two stunts.



As you pass the checkpoint, try E-Braking slightly around the tight right corner, as near the right corner as you can. Again, the raised curb can cause you to lose control.

As the road curves right, head into the middle white dotted line, and overtake a blue hatchback as you make the sharp right corner.

Keep on the gas!



STEP #7: OVERTAKE ON THE RIGHT!

Difficulty Level: Hard



As the road bends sharply left, hug the inside left corner, going right of the lamppost and staying left of the blue car.



There's just enough time to pass to the left of the blue car, and around the right of a white oncoming vehicle. As you pass the white car, stay close to its side.

STEP #8: OVERTAKE ON THE LEFT!

Difficulty Level: Insane!



If you swing out too far to the right, you hit a police vehicle. Swerve sharply left around it.



Complete this incredibly difficult maneuver, then head through the checkpoint and take a sharp right, tapping the brake. Stay right as you turn, or you hit another police car.

STEP #9: JUMP THE FOUNTAIN!

Difficulty Level: Hard



With police swarming in from all sides, a little Simon Crown confidence is called for. As you spot the "jump" icon, swerve left, straighten up, and leap the central fountain.



As you fly through the air, ease off the gas and wait until the car connects with the ground. If you didn't head straight over the jump, you crash and flip or hit a lamppost or fence. Now floor the gas.

STEP #10: E-BRAKE 180!

Difficulty Level: Easy



Check the green route arrows, and nudge the car left down an open road until you see the icon and scoring rectangle. Then E-Brake, turning right and spinning 180 degrees to avoid the two cop cars.

Each police vehicle hits a pole to avoid your reckless driving, while you circle the fountain counterclockwise. Move past the concrete blocks, around and through the cones.



Stay as close to the inside fountain circle as you can. After you pass the green trash bins, a police car charges out from a side street. Pass it and another one on your left.



STEP #11: THROUGH THE TABLES!

Difficulty Level: Easy



Continue swerving left until you pass the road on the right where you executed the 180 E-Brake, then straighten out and head up onto the paved area, through the cafe tables.



Keep right as you pass the tables, because a fence with a lamppost protrudes from the left side of the road, and hitting this can halt your stunt immediately. Take a sharp right at the corner.

STEP #12: ...AND AGAIN!

Difficulty Level: Easy



Continue to turn right, zipping past the building near the right corner and out onto a flat courtyard. Smash through another load of tables, aiming left of the icon.

A police car is coming in diagonally from the right. Hit the checkpoint, E-Braking left as you reach it, and spin 45 degrees left down some steps.



Make a tight left turn onto a paved terrace, and head forward for a sharp right turn near the other side of the hotel. E-Brake around the corner.



Immediately swing left, avoiding a cop car coming in from the right. Head toward the hotel, then swerve right, down a narrow alleyway with the hotel on your left. Tap the brake as you turn.

CAUTION

This police car pursues you, and if you're too slow or hit something, it accelerates past and cuts you off, ending the entire scene! Keep on the gas to prevent this.

Follow the path, as the director suggests, making a tight right, and an immediate left. Try a diagonal racing line through here for quicker access. Then make a right.



STEP #13: ACCELERATE FOR THE JUMP!

Difficulty Level: Easy



After a 60-degree right turn, head down the path, make another identical turn, then increase your speed. As you head for the weakened concrete wall, a police car gives chase.



Slam straight through the concrete balcony wall onto the rainbow-colored roof below. Ease off the gas as you land. This stunt is simple compared with others in this scene!



STEP #14: LINE UP THE JUMP TO THE BALCONY! ACCELERATE!

Difficulty Level: Medium



Now on the roof, head directly for the “jump” icon, but align your racing course slightly right of it. You attempt to jump to a balcony attached to the left wall of the hotel ahead.

STEP #15: BRAKE HARD TO STOP!

Difficulty Level: Medium



Take off from the roof of the building, traveling at no less than 40 mph, and aim for the concrete balcony wall over the gap. As long as you’re near the “jump” icon, and pointing slightly left of the building, you make it!



As you land, stamp on the gas—a final checkpoint and a scoring rectangle lie ahead. Accelerate until you’re about three windows away from the icon, then jam on the brakes. Good job—and you’ll never have to drive that vehicle again!

THAT’S A WRAP!

100 Percent Time Bonus to Beat: 6.98 Seconds

100 percent complete gives you:

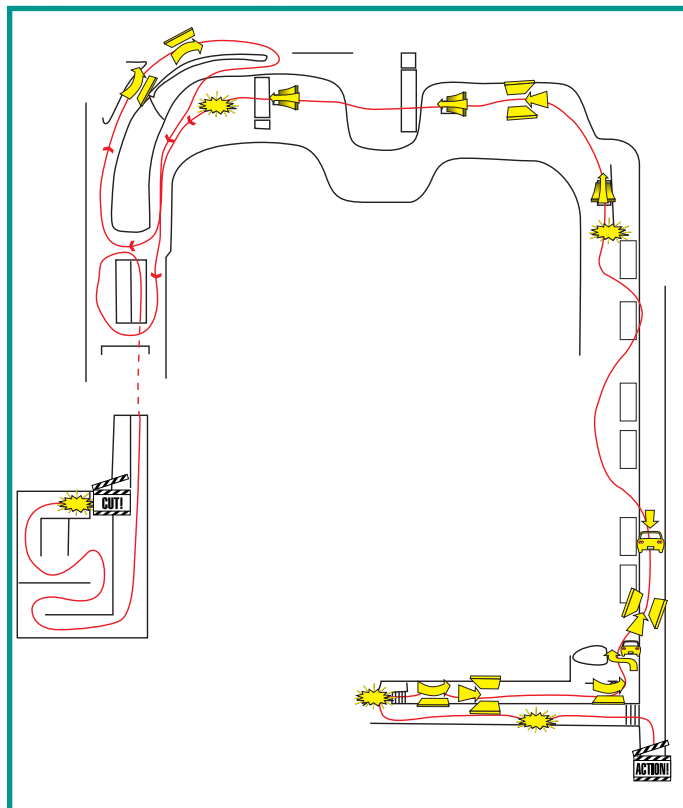
New Car!

Euro Mini Car

New Toy!

Car Cannon

STUNT #4: MOVING TARGET



This time, Crown’s chases a van and tries to destroy the Omega Circuit. He later learns it was a dummy circuit, and that the real one got away. This stunt’s quite unusual in that near the end, you actually get out of the car and drive it by radio control.





A much more maneuverable, but sizable vehicle, your luxury sedan gets put through its paces in a series of near-miss stunts, followed by long periods of racing. However, once you learn the course, you keep up with the reasonably sedate pace of the lead van, and learn how fast to take the two spectacular ramps. You face your only real problem late in the scene—when you guide your car remotely.



Zoom down the harbor road, passing to the left of an oncoming SUV, then make a sharp left turn (E-Braking once you get the hang of this scene) 90 degrees and accelerate down some steps through a checkpoint.

Stay left as you descend the few steps, and keep to the left pier, as a fall to the right ends the scene early. Floor the accelerator and head between planter boxes on either side of the path.



STEP #1: ALONG THE PIER! HIT THE BOXES!

Difficulty Level: Easy



Keep the racing line straight down the middle of the pier, and strike the clump of crates and boxes with the left side of your car. Don't swerve left and ram it; boxes can stick under your car and slow you down.

STEP #2: HIT THE TABLES!

Difficulty Level: Medium



At the end of a pier, crush three tables with the left side of your car. As you approach the end of the path to your right, E-Brake 150 degrees right, turning sharply and slamming into the tables.



Continue to turn right, lining up the car with the checkpoint and accelerate over the steps to the lower pathway. Pass the checkpoint, optionally steering left.

STEP #3: DODGE THE CAR!

Difficulty Level: Medium



At the bottom pathway, swerve left to avoid a reversing SUV. Time the move so you pass as close as you can to the back of the vehicle. Don't step on the brake!

STEP #4: THROUGH THE GAP!

Difficulty Level: Easy



Swerve right, hug the right wall and pass to the right of a parked gray sedan. These turns don't warrant braking—keep on the gas!

STEP #5: AVOID THE CAR!

Difficulty Level: Hard



At the end of the pier, a hapless local runs his car straight at you. Line up so you pass just left of him. As you pass, E-Brake left sharply.



STEP #6: OVERTAKE ON THE LEFT!

Difficulty Level: Medium



After a 90-degree left turn, straighten up while accelerating, move right of the supported boat and aim for the white van's left side.

STEP #7: THROUGH THE GAP!

Difficulty Level: Medium



The van is heading left slightly; tearing around it is more difficult. As you swerve around it, aim for the yellow "gap" marker ahead.



The gap gets narrower by the second as a gray sedan moves to block you in. If you've slowed in previous stunts, it moves too close, and you scrape the cars as you pass.

Continue diagonally right, turning a little to avoid the large concrete planters dotted along the road and pier ahead.



STEP #8: CHASE THE VAN!

Difficulty Level: Insane!



A white van starts up along the road ahead of you. Follow it for the rest of the scene. If you slow down too much, it escapes, ruining the take.



Follow the route arrows as they point left, back onto the pier path. Continue weaving at speed, using the diagonal structure of the planters to aid in your racing line.



Close in on the van as you power down the pier path, swerving right as you approach a boat blocking your way. Sideswipe the parked trucks to stay straight.

STEP #9: CLOSE TO THE CAR! THROUGH THE BARRIER!

Difficulty Level: Medium



Take the next diagonal left back onto the pier path, and skim the side of the oncoming gray sedan. Turn right slightly, and crash through the barricade ahead.

STEP #10: JUMP!

Difficulty Level: Medium



Nudge your steering wheel left, making a small ramped jump as a white car passes underneath, heading left onto the road adjacent to the pier.

CAUTION

If you point your car straight at this jump and accelerate, you leap into a concrete wall—avoid this!



The road turns left sharply. Keep close to the right side of the road, on the sidewalk if possible. Although it's not the quickest way to catch the van, there are some stunts to perfect, first!

STEP #11: THROUGH THE GAP!

Difficulty Level: Medium



A black SUV is reversing ahead of you, leaving a car's width gap for you to steer through. Straighten the angle well before you pass, aiming to pass inches away from the back of the gray car.

STEP #12: JUMP!

Difficulty Level: Medium



Keep straight and pass between two more cars before you reach a ramp leading up steps and into a deformable truck trailer. Take the jump at around 70-85 mph.



When coming off the ramp, keep the racing line straight or you lose control in the air and spin. You land on your front tires. Stop accelerating until all four wheels touch the ground.



Now accelerate, head straight for the gap in the fencing ahead, and drop down onto the pier road and pathway with the van in your sights.

STEP #13: THROUGH THE TRAILER!

Difficulty Level: Medium



There's only a second to point your car directly at the ramp leading through the parked trailer in front of you. Hit the ramp square on, even though the trailer is parked at an angle.

STEP #14: THROUGH THE CAFÉ!

Difficulty Level: Easy



As you land, don't swerve; keep on the pathway to the right of the road, and smash through the café tables with ease. Pass to the right of the oncoming car.



Tap the brakes, keep in the middle of the road, and prepare for a sharp right U-turn around a building. Slam on the brakes at the right turn, but swing around only 90 degrees.

If you're fast, you can hit the van here, so be careful! Continue the right turn, passing near the building's right corner and onto the entry ramp.



STEP #15: CLOSE TO THE CAR!

Difficulty Level: Medium



There's little time to react to a car heading at you on the right. Pass this vehicle within the scoring zone, almost clipping its front bumper.

STEP #16: CLOSE TO THE CAR!

Difficulty Level: Hard



Join the main road from the on-ramp, tweak the steering left, and head for the back end of a gray sedan passing you on the left. Don't hit the car, just pass close enough for the stunt to score.

Now comes a spot of careful maneuvering at speed. A blue car, a white car, and a black SUV are all oncoming on the right. Head left past the first.



As you pass, swing right, passing the white car and the SUV on the right side of the road, near the trees.

Look ahead and watch the van attempt a 180.



Do the same, timing the move as an E-Braking 180 to the right. However, if you don't want to chance hitting the car, brake around the car on your right.



Heading back the way you came, drive right of an oncoming blue hatchback, and watch as the white van smashes a barrier, and lands back on the pier road near the café where you took the tables out.



Make a slight left turn, and drop off the ledge onto the ground, following the white van. It then passes the building and makes a sharp right.

Do not follow it!



Instead, follow the route signs forward, sliding right in a 180-degree turn, and back toward the building again. You're heading for the sloping garage ramp on your right.



Take a sharper 180-degree right, ending up on the left side of the entrance ramp to the underground garage. Avoid the car trying to exit on the right.

STEP #17: SWITCH TO REMOTE CONTROL!

Difficulty Level: Medium



Enter the garage, exit the vehicle and remain stationary while your car continues to maneuver through the garage. Although your viewpoint changes, the car's controls do not. Adjust instantly to the new viewpoint!



The route through the garage is peppered with gun-wielding goons, so make a 90-degree right, following the ground arrows, then E-Brake 180 degrees right at the far end.



Straighten up, remembering your car will move right if you steer left (from your viewpoint), and send it straight down the middle. Finish with a left 180 turn (although the car looks like it's taking a right).



Move along the shallow wall, turning left as soon as you can, and continuing diagonally left, passing the right shallow wall piece. Aim right, up the ramp at the far end.



Finally, swerve right to the upper car park area, keeping to the far right wall, and pass the two cars and goons to the left of the car (as it faces you). Then turn diagonally, and ram the marked van. Congratulations; you've completed the scene!

THAT'S A WRAP!

100 Percent Time Bonus to Beat: Not Available
100 percent complete gives you:

New Car!

Luxury White Sedan

New Toy!

Flatbed Truck Ramp

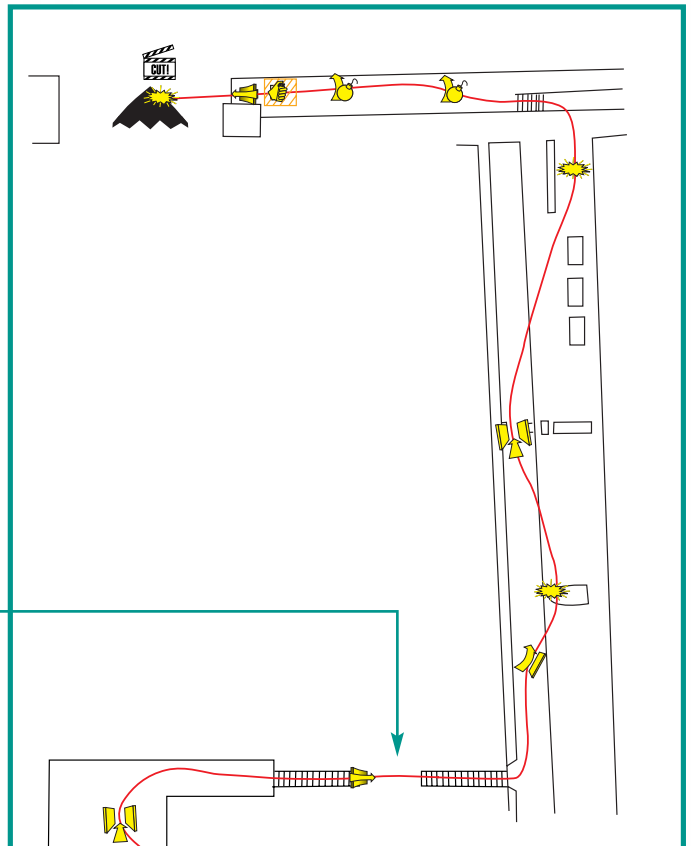
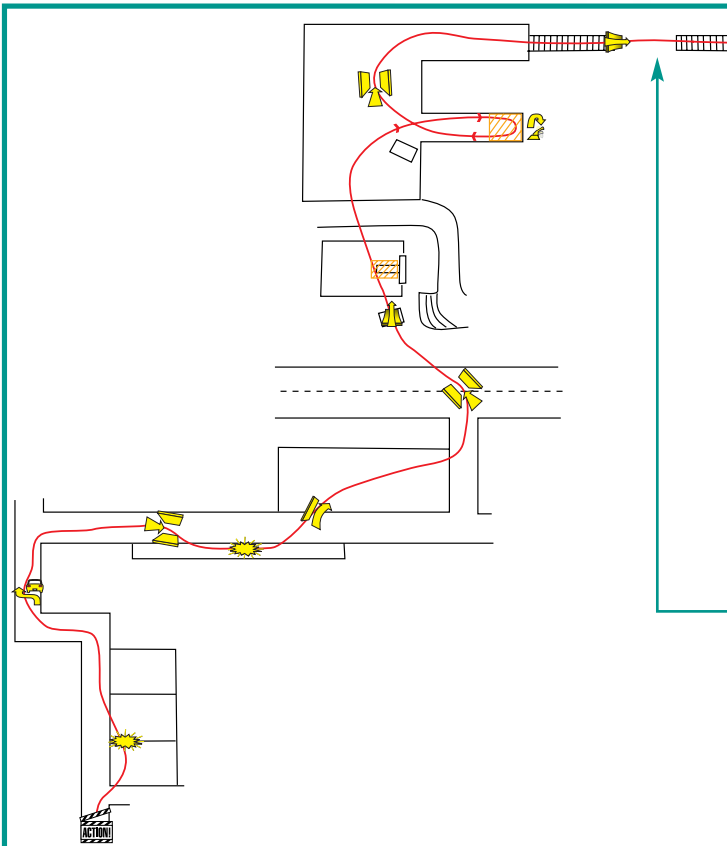
STUNT #5: STOP THE STEALTH JET



This is the final climactic sequence of the entire movie. Crown has one last chance to stop the lead villain from escaping with the Omega Circuit in his stealth jet. This is a frantic chase against time. You end by crashing into the jet in mid-air and ejecting with a parachute.



Not only do you have to drive under two big rigs, but you fly across a swimming pool, leap over the harbor, and jump a final pier with explosions. You then ram your fabulous sports car into a stealth jet...in mid-air!



MOVIE#6: Live Twice for Tomorrow



Your vehicle for this scene is the game's best overall vehicle. You need to master its tight handling. Head right, almost touching the truck.

STEP #1: THROUGH THE CAFE!

Difficulty Level: Insane!



Smash into the café stand marked with the "hit" icon, and then prepare to head back onto the sloping road. Only the one café stand needs hitting.



As soon as you hit the café stand, swing left, keeping on the gas, and jump off the concrete ledge, to the right of the lamppost. Don't hit the tree or let your back wheel touch the ledge or you'll flip out!



Once you reach the roadway to your left, make a 90-degree left turn to the left of a slow-moving sedan.

STEP #2: OVERTAKE ON THE LEFT!

Difficulty Level: Medium



Swerve around the 90-degree corner, and stay left as the road slopes down.



Pass the blue automobile to the left, and weave right immediately to avoid the oncoming truck. Race through the checkpoint and E-Brake around to the right, gunning the gas.

CAUTION

Don't hit the curbs—they can stop the car's lowered suspension and cause it to stall.

STEP #3: UNDER THE TRUCK, AND OUT THE OTHER SIDE!

Difficulty Level: Insane!



Accelerate down the narrow two-lane road, with a truck heading right for you. Line up your car and pass near a truck to your right.



Once you're side by side with the truck, attempt a medium right turn while continuing to accelerate. Do not turn too sharply or slow down, or you'll become caught under the vehicle!



Continue to swerve until you're out the other side of the truck. The viewpoint automatically changes to first-person for this crazy side turn!

STEP #4: SMASH TABLES!

Difficulty Level: Medium



You appear on a narrow sidewalk with tables in front of you. Accelerate through them, and then steer left onto the road and in front of the truck you darted under.

STEP #5: GET CLOSE ON THE LEFT!

Difficulty Level: Insane!



Ahead is a third truck. Head diagonally left, over the road, passing the truck inside the marked area, just before it rams you.



Continue through the paved plaza, accelerating and then E-Braking around a left turn and through a checkpoint. There's no time to think or brake; accelerate forward!

STEP #6: UNDER THE MOVING TRUCK!

Difficulty Level: Insane!



A moving truck appears traveling from right to left along a busy road. Head left, passing a gray stopped car at the junction, and speed out onto the road.



Aim for the rear wheels on the front set of the truck, just to the left of the scoring area. Continue to race through, turning left as you pass under the truck.

CAUTION

If you aren't fast enough, you may miss the truck and hit a car following it closely behind, incurring the director's wrath!

STEP #7: GET CLOSE TO THE DIVING BOARD!

Difficulty Level: Insane!



Almost immediately to your left is a double ramp leading to a floating yellow scoring rectangle near a diving board over a swimming pool. That loony director wants you to leap it!



Power on the gas, and take an instant to straighten the car so you hit the ramp perfectly and at top speed. Sail through the air and over the ramp, and land on the other side.

CAUTION

If you're too slow or hit the ramp at the wrong angle, you either hit the diving board itself and land in the pool, or leap the pool but hit the exterior pool fence. Either way, this ruins the take!



The director shouts for you to head down the jetty. Oblige him by heading left around the blue car, using the green arrows to guide you, and onto the narrow jetty itself.

STEP #8: E-BRAKE 180!

Difficulty Level: Medium



The stealth jet is in the water ahead of you, but it's starting to move, and Crown cannot hit it yet. Instead, attempt a 180-degree turn in this confined space!



Fortunately, the car's handling makes the stunt a cinch. Swerve right, E-Braking until you're facing the opposite direction, and accelerate off the jetty.

STEP #9: THROUGH THE GAP!

Difficulty Level: Medium



At the end of the jetty, make a medium right, passing the parked truck, and diagonally zooming through a group of parked cars. The left one is reversing at you, so speed and careful aiming are necessary.

STEP #10: JUMP THE HARBOR!

Difficulty Level: Insane!



Make an immediate right turn, onto another jetty, and ready yourself for a hugely important but terribly difficult jump across the harbor, as the stealth jet passes under you!



Straighten up while you're on the jetty, before you drop onto the wooden pier planks, as the line for the jump must be perfectly straight. Hit the ramp at 75 mph.

CAUTION

You'll fly through the air and hit one of the two large boats if your aiming was off. Too fast, and you'll land nose first and pivot up and into a spin. You *must* line up this jump carefully!



As you land from a perfectly aimed jump, wait for the car's four wheels to touch the wooden planks, and then tap the accelerator. Head up the steps while easing off the gas.



Slow down as you exit onto the road, turn 90 degrees left, and keep on the left sidewalk. Now accelerate. Avoid the truck on the right. Pass the checkpoint at speed.

STEP #11: GET CLOSE TO THE CAR!

Difficulty Level: Medium



Just as you pass through the checkpoint, a car approaches you in the right lane, traveling slowly. Almost scrape it with your right side. Then start a shallow right turn.

STEP #12: HIT THE BOAT RACKS!

Difficulty Level: Medium



Aim directly for the boat on the scaffolding, and slam into it. To save time, take out the left supports and accelerate.

STEP #13: THROUGH THE NARROW GAP!

Difficulty Level: Medium



Head back onto the road with a long diagonal left, passing to the right of a blue car heading your way. Just after it, spot a group of parked vehicles.



Aim for the icon, and shoot through the gap, smashing road signs everywhere. Ahead, there are no more cars, just another boat on a rack. Steer right of it.

STEP #14: THROUGH THE CAFÉ!

Difficulty Level: Hard



Pass to the left of the white concrete tree holder, and slam into the café furniture as people and chairs scatter. To avoid jamming items under your car, stay on the left side of the café exterior.

Once through, tap the brakes and turn 90 degrees to the left. Then floor the accelerator one last time, as you attempt the final stunts of your entire career!



STEP #15: GET CLOSE TO THE EXPLOSIONS!

Difficulty Level: Hard



Launch yourself from the top of the steps, passing close to the explosion on your left. It's possible to be too quick and miss the explosion; make sure that counter is at zero!

STEP #16: AIM FOR THE JET!

Difficulty Level: Insane!



As the director's voice gets a little panicky, take a deep breath and zoom through a second helicopter missile explosion, making sure you have a direct racing line to the ramp at the end of the pier.



At the last second before your car hits the ramp, eject inside the scoring area by pressing [L1]. The car hits the ramp as you're rocketed into the sky!



Kaboom! The car hits the ramp, flies across the water, and smashes straight into the stealth jet in mid air as it attempts to take off! This requires perfect timing, so complete your previous two or three stunts with care!

THAT'S A WRAP!

100 Percent Time Bonus to Beat: 4.56 Seconds

100 percent complete gives you:

New Car!

Yellow Sports Car #1
Yellow Sports Car #2

New Toy!

Giant Loop



Rest your bruised and battered bones—you've managed to pull off the most difficult series of stunts in the history of filmmaking! Live Twice for Tomorrow now has the most intense, high-flying action of any Simon Crown picture, while you can hobble back to your home and start counting that money. Oh, and try out the fabled Car Cannon in the Stunt Constructor zone. Well done!



Daredevil Stunt Shows

LOCATION:
Stunt Arena

At the end of each movie, you earn a little more payola by strapping yourself into a lurching motor machine and risking your life for a frenzied crowd. This involves stunts in the large arena (all of which can be replicated in your purpose-built venue). The tricks are more laid back than the movies, but they still require skill. Happy trails!



STUNT VEHICLES



Stunt Car #1

Used in: Stunt 1
Speed: Average
Handling: Poor
Braking: Good
Size: Large



Stunt Car #2

Used in: Stunt 2
Speed: Good
Handling: Average
Braking: Good
Size: Average



Stunt Car #1 (white)

Used in: Stunt 3
Speed: Average
Handling: Poor
Braking: Good
Size: Large



Thunderfoot (Monster Truck)

Used in: Stunt 4
Speed: Good
Handling: Poor
Braking: Average
Size: Huge!

STUNT #1: CRAZY LEE CARTER'S AUTOMOTIVE THRILL SHOW!



Welcome to the famous cannon jump! You accelerate up the first ramp, fly through both fire rings, and smash through five walls of fire. Then, to top it off, you launch through a cannon that aims to take out the top car of a stack ahead, and it's your job to bring the whole lot down. Sound difficult? Well it isn't!

STEP #1: THE RINGS OF FIRE!

Difficulty Level: Easy



Although it looks complex, this first jump is as easy as it gets! First, punch down on the accelerator and go for it!



The jalopy speeds up, shoots off the ramp, and flies through the first fire ring, then the second. Keep on the accelerator or you miss the second ring and disappoint all those people!

STEP #2: THE WALLS OF FIRE!**Difficulty Level: Easy**

As you land, keep on the accelerator. Continue to speed up, ramming straight through the five gates covered in fire. It's hard not to pull off this second stunt!



Sometimes, however, as the fire walls break apart, they hit your wheel and knock you left or right. Straighten up immediately—or you smash into the edge of the cannon, much to the announcer's embarrassment!

STEP #3: THE CANNON INTO CAR STACK!**Difficulty Level: Easy**

Slightly more difficult is the final stunt—the cannon into the stack of cars. If you continue to accelerate, you fly out of the cannon and over the stack!



Instead, as you enter the cannon, ease off the gas for half a second, and then slam it back on again. This slight lull allows you to strike the car pile at just the right height.



As the cars crumple, and you roll around the arena, congratulate yourself on a stunt well executed. Don't worry—they get harder!

THAT'S A WRAP!**100 Percent Time Bonus to Beat:** Not Available

100 percent complete gives you:

New Car!

Stunt Car #3

STUNT #2: HOWLING HARDY'S CAR DOMINOS!

Here's the plan, stuntman. Start your engine and power into the six vertically placed cars, taking each out domino style. After you take care of that business, aim for the ramp ahead, through a final three upright cars, launch through the Stuntman billboard, and land safely on the other side. Activate the pyrotechnic explosion as you pass through the sign!

STEP #1: CAR DOMINOS!**Difficulty Level: Medium**

Speed up as fast as you can, and slam into the first car domino. You may lose control. Right the car and aim left for the second domino.



Fully ram the first domino, rather than with a glancing blow. You gain control sooner in a more controlled crash.



Ram the remainder of the domino cars slightly to the side nearest the middle of the roadway. You travel slower now, so the chances of losing control are less.



Finally, slam headlong into the middle car in the group of three final car dominos. If you're too slow, the car may land on top of you, slowing you. Keep accelerating.

**Daredevil Stunt Shows**

STUNTMAN

STEP #2: RAMP THROUGH BILLBOARD AND EXPLOSION!

Difficulty Level: Easy



The final stunt is to launch up a ramp with your gas pressed down! Once through the checkpoint, press **[L1]** just before you hit the billboard to fire the pyrotechnics, then land with your stunt complete.

CAUTION

You could slam into the car dominos by E-Braking your back end into their sides as you pass. This is harder and takes longer, so it's not recommended.

THAT'S A WRAP!

100 Percent Time Bonus to Beat: 0.83 Seconds

100 percent complete gives you:

New Car!

American Police Car

STUNT #3: LUCKY O'SULLIVAN'S IRISH HELL DRIVERS!



This is precision performance driving at it's most exciting. Attempt to follow the pattern of your three compadres as they leap over tiny ramps, drive into four different shapes (such as the diamond and the hammer). After a swift left onto the arena's middle track, leap a fire ring while tailing your partner, with an explosive ramp leap finale!



All four cars take a staggered start, with the one on the far left accelerating first. You're at the back, so start the gas just after the car to your right commences the run.

STEP #1: SINGLE FILE!

Difficulty Level: Easy



For the first stunt, tail the third car as the formation stretches out into a single "snake." Keep your speed around 33 mph, and move into the yellow rectangle behind the car.

NOTE

You need only your front two wheels inside the yellow rectangle for the majority of the time for each stunt.

You can, however, completely ruin the stunt by ramming any of your drivers at any time, or if any driver hits you. Small fender benders are okay.



Stay behind the third car as the unit stretches out, turns slowly around the long left corner, and straightens up for the long lane ahead. Tweak the racing line to the left slightly as you finish the turn.



You hit four small ramps. Keep the speed at around 33 mph, dabbing the acceleration constantly so you don't ram the car you're following.

STEP #2: DIAMOND!

Difficulty Level: Easy



This is a reasonably easy move—when the sign changes to a diamond, move into the appropriate spot, and accelerate up to 40 mph. This pattern only lasts a few seconds.

STEP #3: HAMMER!

Difficulty Level: Easy



Next up is the hammer formation, with you being flanked on either side by a car, and another one ahead of you. Slow down to around 28 mph.

STEP #4: SLALOM!

Difficulty Level: Medium



As soon as you see the next formation, drop behind the car to your left, letting it pass you. But keep dabbing the gas.



Your speed must match the accelerating group—aim for 40 mph through the slalom of cones, weaving between each one. Don't over accelerate because a shunt at this speed could stop the scene!

CAUTION

Hitting more than one cone results in failure, but it's harder to keep up with the cars—so accelerate early to avoid being left behind!

STEP #5: HAMMER, AND TURN!

Difficulty Level: Medium



After the lane starts to curve around again, slow down and slot into another hammer formation. Keep your speed in the 25-35 mph range. Watch for a reasonably sharp left turn!



As the team reaches the middle of the long banking left turn, it moves left, onto a straight road heading for the middle of the stadium. Slow down to 10 mph for the turn. If you keep your speed up, you ram the lead car and wreck it!



Once you straighten out on this central road, keep the Hammer formation for a couple of seconds, then drop back, behind the third car. You form a single-file line again.

STEP #6: HAMMER, SINGLE FILE THROUGH FIRE RING!

Difficulty Level: Hard



Ahead of you is the fire ring—the scene's most difficult stunt! But first, match the speed of the car in front of you, and take the two two-wheel ramps ahead. Avoid sudden steering, or you lose control.



After the second two-wheel ramp, line up the ramp through the fire ring ahead of you, accelerate, then drop off the gas as you hit the ramp. You fly through the ring and land behind the car.

CAUTION

Just after the two-wheel ramps, but before the jump, drop back behind the yellow rectangle. Do not attempt the jump too close to the car in front, or you wreck it when you land. Aim to be in the rectangle once you land, not during the ramp.

STEP #7: OVER THE EXPLODING RAMP!

Difficulty Level: Medium



The fun ends with an acceleration up and over a specific ramp ahead of you. The other three drivers have their own ramps, so hit yours as fast as you can, then swerve right to miss the skidding lead car.

CAUTION

Don't worry about missing the explosion—it's for the two lead cars only. However, make sure you miss the lead car after the jump, and *continue* to accelerate until the scene ends. If you brake or stop after landing, the car leaping behind you may hit and wreck.

THAT'S A WRAP!

100 Percent Time Bonus to Beat: Not Available

100 percent complete gives you:

New Car!

Thai Bus

STUNT #4: MONSTER TRUCK MAYHEM! SEE CARS CRUSHED LIKE ANTS!



You take the helm of the behemoth known as "Thunderfoot" with a simple plan—to ride over, through, or around the four sets of car wrecks in a long oval course, completing three circuits within a set time limit, and without flipping or wrecking your vehicle. The random nature of how your truck handles when you hit each set of cars makes this infuriating fun!

STEP #1: OVER THE CARS!

Difficulty Level: Medium



Start by turning left slightly, hitting your front right wheel onto the left side of the first car, and turning right to aim through the checkpoint. Bounce through and past the car group.

CAUTION

If you ram the cars head on, you could flip, tumble out of the arena (about a car's length either side of the cones), or even stand the car on end and run out of time!

STEP #2: OVER THE SECOND SET OF CARS!

Difficulty Level: Easy



Race forward, setting up the truck to pass between the checkpoint over the next group of cars. Fortunately, the earthen ramp allows you to run over the roofs without losing control.

CAUTION

Take this ramp over the cars as fast as you can, traveling in a straight line. If you ramp slowly, you hit the first car and bounce oddly. If you ramp at an angle, you may spin and crash.



Land from the second car crunch, then turn left at the checkpoint at the far end of the arena. Optionally pass under a cone for a direct route.



For this 180-degree turn, aim to run through the left vertical yellow line, taking the corner on the inside. Use the E-Brake wisely, then countersteer out of the turn to fix your line.



Accelerate away from the turn, heading for a small earthen ramp and another on the other side of a shallow gap. As long as you have a straight trajectory, you bounce over the ramp without problems.

STEP #3: OVER THE THIRD SET OF CARS!

Difficulty Level: Insane!

CAUTION

The next set of cars is going to cause you the most trouble—this is a group of junkers without a ramp. Hitting these cars head on results in outrageous flipping, a wrecked truck, and other scene-ending possibilities!



Slow down (ease off the gas, don't brake), hit the first car to one side (preferably your left tire on the right of the car).



Slowing reduces the height you travel off the car. Keep on truckin' through the remainder of the cars, making sure a tire touches the checkpoint before accelerating away.

STEP #4: OVER THE FOURTH SET OF CARS!

Difficulty Level: Hard



The final stunt—a ramp over a group of cars— isn't all that problematic, but if you slowed or bounced off-course during the previous stunt, it's difficult to accelerate and get a straight racing line.



If you manage to accelerate over the ramp, land on the cars and run over them. If you go too slow to pass off the ramp and on the cars, hit them to one side, as in the previous stunt.

Once past the final set of cars, head through the checkpoint, hitting the left yellow marker while E-Braking straight through. Repeat this course twice more to complete the scene!



Slide around this 180-degree turn; slow early to hit the first group of cars from the left side, missing the majority of them, and passing only through the checkpoint.



On the two subsequent laps, approach all the stunts the same way. However, the cars shift around from previous hits, meaning gaps may appear. Avoid narrow racing line angles, take offs that are too fast, and ramming.



Complete three laps. It's more important to pass through the checkpoints than trash the cars. Your time is recorded and the scene is complete.

TIP

This monster truck bounces around insanely. Remain calm and wait for it to right itself. If you're balancing on your front tires, turn the wheels back onto the course. If you're sliding backward, turn the wheels so you back up onto the course.

THAT'S A WRAP!

100 Percent Time Bonus to Beat: 6.16 Seconds

100 percent complete gives you:

New Cars!

Thunderfoot (Monster Truck)

Rally Car



Daredevil Stunt Shows

STUNT #5: WORLD RECORD ATTEMPT!

Classify this particular stunt as "completely insane." After accelerating around a massive loop, gun the accelerator constantly, hit the Nitro, launch perfectly from the ramp, fly over 36 buses, and land 460 feet away and double the old world record! Precise driving is unquestionably the prerequisite skill!



STEP #1: AROUND THE LOOP!

Difficulty Level: Medium



From your starting point, change to the first-person viewpoint as the timer counts down (use **SELECT**), and gun the engine. Never let off the gas during this stunt.



As you increase your speed, turn left so you hit the loop ramp dead on. Continue to tweak the car left and right as you circle the loop, staying in the center.

CAUTION

If you try the loop in the regular viewpoint, halfway around the loop, the camera changes views, hides itself, and generally creates a confusing image.

You are unable to see if you head off the loop until you scrape off the side and hit the ground, usually wrecking the car.

TIP

If you use the third-person viewpoint, remember that your steering controls do not change, even when the camera angle does, so keep steering left, even if the view is from above and the car appears to be heading right. The view flips as you reach the inversion of the loop.

STEP #2: JUMP THE BUSES!

Difficulty Level: Insane!



Back on the ground, tweak the car left to avoid the loop scaffolding. Aim directly at the ramp ahead, and keep on the gas!



As soon as the car enters the Nitro yellow rectangle, hit **L1**, accelerate to breakneck speed, and hit the ramp directly in the middle, traveling straight.



Hold down the gas as you fly through the air. If you land perfectly, without flipping the car, accelerate past the checkpoint for a well-deserved victory!

CAUTION

If you hit the Nitro late, you fall short of the exit ramp and hit a bus. Press **L1** at the *earliest possible moment* inside the yellow rectangle.

Also, if you hit the ramp even a pixel to either side, or even at a tiny angle off the center, you rotate in the air, pitch forward, or land on the side of the exit ramp and tumble your car into pieces!

THAT'S A WRAP!

100 Percent Time Bonus to Beat: Not Available

100 percent complete gives you:

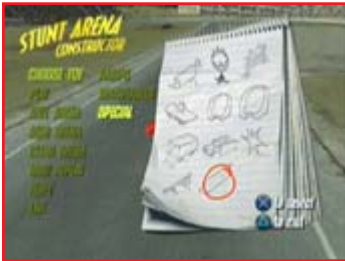
New Car!

German Supply Truck

Stunt Constructor



The Stunt Constructor is an open-ended feature that lets you design your own spectacular shows, stunt levels, and obstacle courses in the Stunt Arena. You can drive through them with any vehicles you unlocked during Career mode.



The number of available cars and toys increases as you progress through Career mode. Obviously, the wider variety of cars and toys you have, the more fun this mode is. The "Inventory" section details the types of cars and toys unlocked during Career mode.



This section details the different stunt pieces you can combine, and offers some tips to get you started. This feature is open ended, so it's up to you to create your own favorite courses.

GAINING STUNT INSPIRATION

The Stunt Arena stunts, opened up after completion of each movie, are the best sources of inspiration. The first stunt shows the correct spatial placement for two rings of fire and a cannon shot into a heap of cars. Try replicating this course first, then vary the distances and add more jumps and cars.



The next course is the run through the car dominos. Simple placement of upturned vehicles can be made more interesting if the vehicles are in a zigzag pattern. Don't forget the billboard truck at the end—add a few more of these and crash through them!



Lucky O'Sullivan's synchronized stunt cars show how to set up a multicar jump. Place a remote car lined up with a ramp, and have your car ready to hit a second ramp, either parallel or perpendicular. Launch both cars over, under, or even into each other.



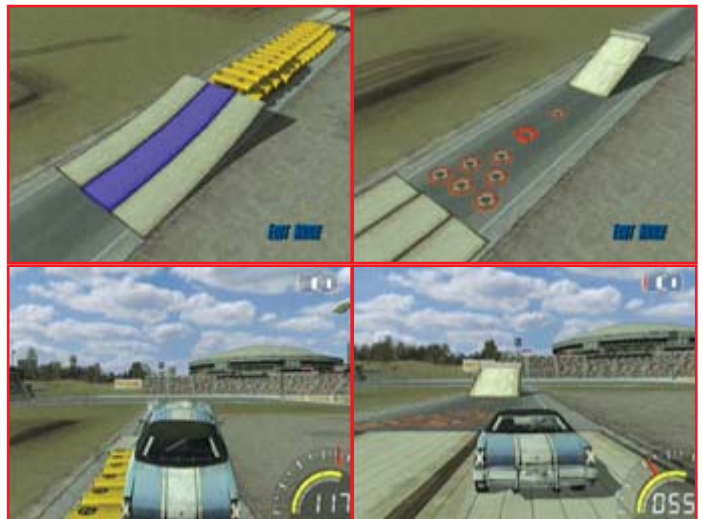
Then comes Thunderfoot, the monster truck. Vary the number and placement of cars in your version of this event, and include vans or buses for extra craziness. Place piles or vertical cars in patterns to add even more excitement!

Re-create or exceed that world record attempt by placing a load of buses side by side, in-between a huge jump! To pick up speed, slap down some big loops to add extra tension. And finally, have some ground explosives detonate as the car lands.



STUNT ARENA AREAS OF INTEREST

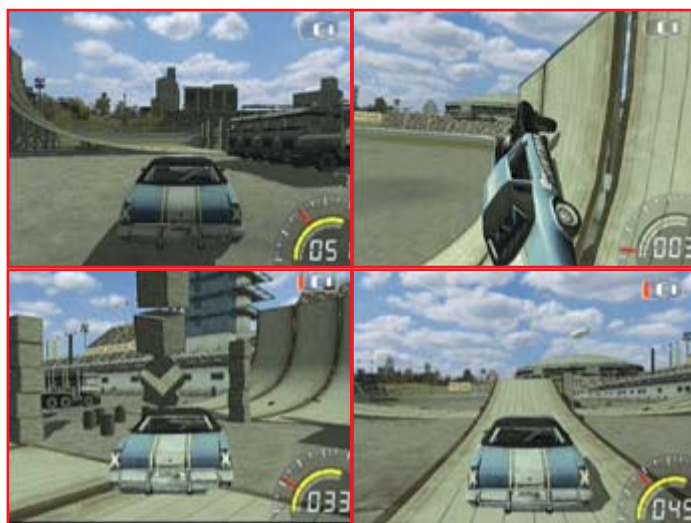
Remember that the Stunt Arena has distinct areas, and different placements of stunt items can lead to exciting results. Let's look around, shall we?



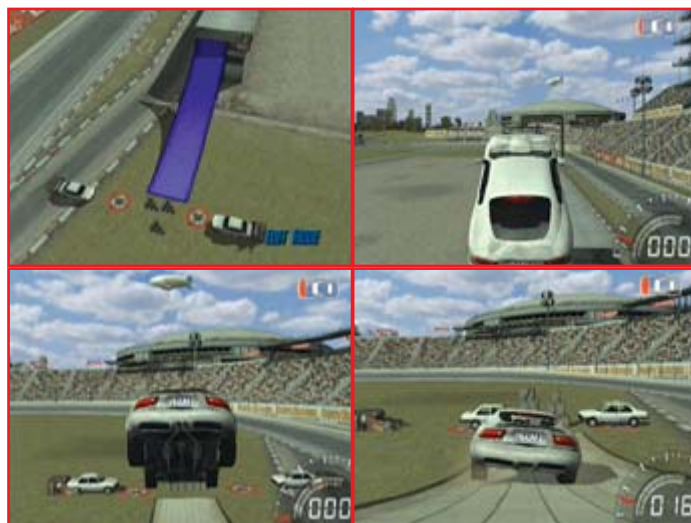
Check out the central strip of tarmac. Leave this clear of criss-crossing debris and ramps, and save it for massively long car jumps, perhaps with loops at either end.



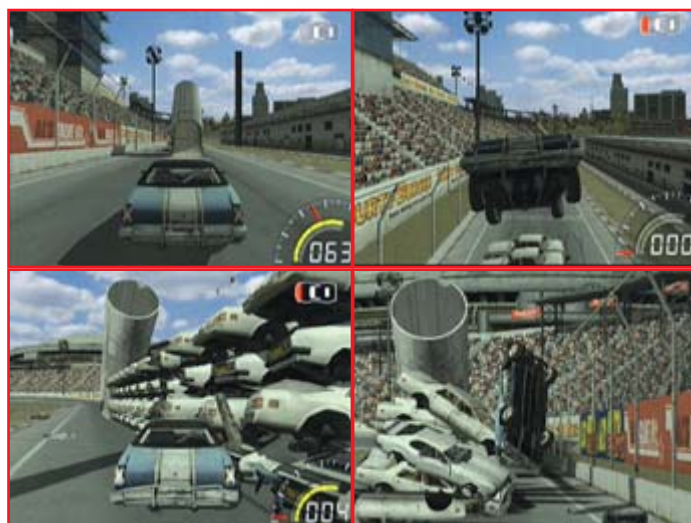
The second spot is the muddy ground with the shallow ramps. Group the car wrecks here, and create the most impressive monster truck derby the crowd has ever seen! Then choose the monster truck and test your crash-filled course. Try the course with different car types for varied, but always entertaining, results.



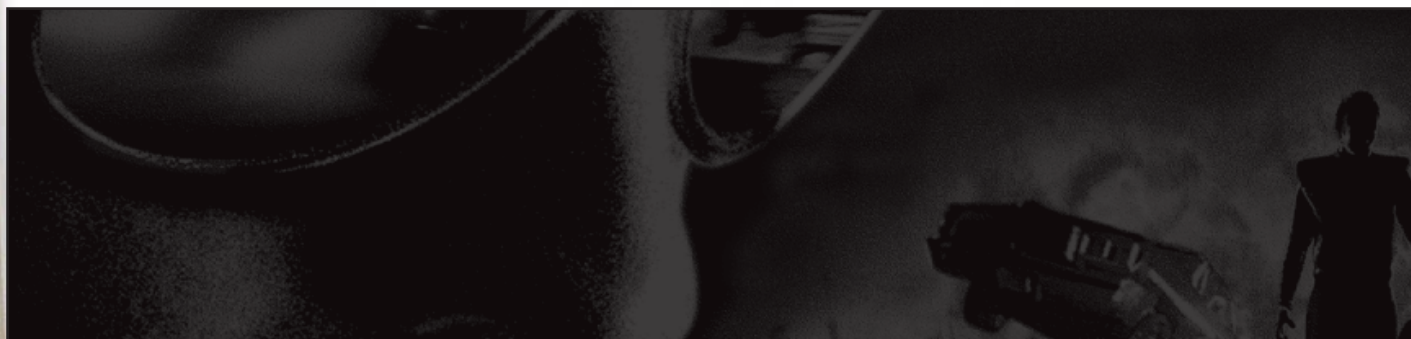
The sandy dirt area gives your cars better grip, so place a variety of stunt obstacles here for great car carnage! Check the Stunt Games in Training Games for inspiration. You can even build massive half-pipes and other crazy contraptions here!



Don't forget the control building. This long, concrete structure is ideal to use as a high platform. Place large ramps so you can drive onto it and down the other side, where a final spectacular stunt can occur! Try two remote cars and some box-based smashables!



The final area is the surrounding track. Aside from providing a huge run-up for jumps, this area is great for placing fire walls, the mighty car cannon, and wrecks dotted everywhere. Need a place to wow the crowds with a triple fire ring leap? This is it!





Double Trouble

Don't underestimate the amusement factor of duplicating items—a double loop is much more insane than a single one. But don't overdo it.



Creating Car Carnage

Remember to vary the cars you use for your stunts. Some lack the stability for stunts, while others are perfect. The regulation stunt car is excellent, as are the sports cars and even the armored car!

RAMPS, SMASHABLES, AND SPECIALS

Ramps

RAMP #1



Description: This large, wide ramp has a shallow jump at the end.

Remarks: Use this to clear groups of cars, or to lead to other ramp parts or through loops.

RAMP #2



Description: This large, wide ramp has a shallow platform at the end.

Remarks: Use this to reach another platform on a duplicate jump, or place four in a cross shape with smashables in the middle.

RAMP #3



Description: This huge, wide ramp has a steep incline.

Remarks: Use this when you want to launch your car in a massive airborne jump. Perfect where the car will land, and place smashables there.

RAMP #4



Description: This large, wide ramp has a shallow curved incline.

Remarks: Leaping 30 cars? Then this is your starting point. Its low level makes clearing cars more spectacular.

RAMP #5



Description: This large, wide ramp has a high platform at one end.

Remarks: Use this to start a piece of precision stunt work, with the car dropping to a lower platform.

RAMP #6



Description: This tiny ramp is rather narrow and ends with a very shallow jump.

Remarks: Use this to gain a little lift when you want to ram through barrels, crates, or other nonmetal smashables.

RAMP #7



Description: This massive, wide ramp ends in a vertical end. An explosion occurs at launch.

Remarks: Approach this at top speed to quickly total your vehicle. Place a few of these together for a half-pipe.

RAMP #8



Description: This large, wide ramp has a split end: one a platform and the other a ramp.

Remarks: Use this to start a double stunt—the platform leads to ground smashables, while the ramp keeps you airborne long enough to smash through a billboard.



Stunt Constructor

RAMP #9



Description: This large, wide ramp has a shallow jump at the end. An explosion occurs when you launch.

Remarks: This is identical to ramp #1, but with explosives.

RAMP #10



Description: This large, wide ramp has a shallow curved incline. An explosion occurs when you launch.

Remarks: Aside from the explosion, this is the same as ramp #4. Use this for even more spectacular leaps over vehicles.

RAMP #11



Description: This huge, wide ramp has a steep incline. An explosion occurs off the end of this ramp.

Remarks: This is identical to ramp #3, aside from the extra explosives. No ramp is finer for more crazy airborne antics!

RAMP #12



Description: This very wide, diagonally straight ramp leads to a wooden buttress at the top end.

Remarks: This isn't for leaping—use this to spin a 180 E-Brake on, to increase speed for a ground smash, or as a

barricade to stop a vehicle once it has completed its leap and is tumbling out of control.

Smashables

SMASHABLE #1



Description: Wooden crates
Remarks: Dot these around your stunt course for quick and easy shredding.

SMASHABLE #2



Description: Stack of wooden crates
Remarks: Dot these around your stunt course for quick and easy shredding. They cause extra crowd excitement, and bounce spectacularly.

SMASHABLE #3



Description: Billboard truck
Remarks: Place a ramp toward this billboard and smash right through it. More than one, dotted throughout a stunt course, makes even more of an impact.

SMASHABLE #4



Description: Barrels
Remarks: Dot these around your stunt course for quick and easy shredding. These are slightly tougher than crates.

SMASHABLE #5



Description: Stack of barrels
Remarks: Dot these around your stunt course for quick and easy shredding. These are harder than crates, and create a different effect as they are torn apart. Charging head on into barrels looks great!

SMASHABLE #6



Description: Car junker. Each time an additional junker is added, it has a different chassis (maximum of four different types).

Remarks: Movable, crushable fun, to add as "softening" landing pads, on monster truck courses, or to jump over.

SMASHABLE #7



Description: Van

Remarks: Movable, crushable fun, to add as "softening" landing pads, on monster truck courses, or to jump over. They don't move as much as cars and are more impressive to leap over.

SMASHABLE #8



Description: School bus

Remarks: Movable, crushable fun, to add as "softening" landing pads, on monster truck courses, or to jump over. They don't move as much as vans and are more impressive to leap over. They also stay in better position.

SMASHABLE #9



Description: Vertical car

Remarks: Movable, crushable fun, to jump over or ram the bottom of to create a domino effect. Place them near explosions for triggered mayhem, or in groups of other vehicles for the ultimate pile on!

SMASHABLE #10



Description: Stack of cars

Remarks: Movable, crushable fun, to add as "softening" landing pads, on monster truck courses, or to jump over. These are the ultimate in car wrecks, and smashing into these from a ramp causes them to topple over.

Specials

SPECIAL #1



Description: Car cannon

Remarks: The ultimate ramp, place this before a group of cars, a stack of cars, or other smashables, and watch your car launch through the air with an explosion to boot!

SPECIAL #2



Description: Fire ring

Remarks: Place a line of these after a ramp, and watch your car sail through them. A crowd favorite.

SPECIAL #3



Description: Fire fence

Remarks: Put these near wrecks or before a spectacular jump to make the crowd love you even more. The flaming debris as you crash through them is amazing to watch!

SPECIAL #4



Description: Flatbed explosion

Remarks: Make fans whoop and holler by placing this as a landing spot, or underneath a jump. The explosion adds intensity to any maneuver.

SPECIAL #5



Description: Loop

Remarks: A large loop, designed to wow onlookers, gives you a boost of speed as you descend. It's a great addition to a stunt course, or before (or after) a long jump.



SPECIAL #6



Description: Giant loop
Remarks: A massive loop, designed to stun onlookers, gives you a boost of speed as you descend. It's a great addition to a stunt course, or before (or after) a long jump. Piece two or more together for a dizzying stunt.

SPECIAL #7



Description: Flatbed truck ramp
Remarks: Only those with precise maneuvering capabilities can take this at speed. Head up the ramp and out of the top of the container for a unique ramped take-off before a stunt.

SPECIAL #8



Description: Remote car
Remarks: Use **[L]** to launch all the remote cars in the Stunt Arena. They rocket forward before trundling to a halt. Place explosives on their path for extra excitement, and have them hit ramps, shooting

under or over you as you jump perpendicular to them.

SPECIAL #9



Description: Explosion
Remarks: A flat ground pad laced with explosives that detonate when a car or object passes over it. Place it near crates or barrels for an explosive finale to a jump.

SPECIAL #10



Description: Cannon Roll ramp
Remarks: When the car's front tire hits this, the vehicle flips onto its side and into a Cannon Roll. Use this in the middle of a stunt, perhaps with explosives or crates in the path as you (or a remote car) tumble.

SPECIAL #11



Description: Barrier
Remarks: This solid concrete barrier stops a car quickly when it's rammed. Place at the perimeters of stunts or on a remote car's route.



Driving Games



During your distinguished movie career, you can test your driving skill in a number of driving games designed to hone your talents. A few of these games are available at the game's beginning, and more open up as your career progresses. Find out what games open up, and in

what order, in the Stunt Secrets section at the end of this guide. Precision and Stunt Tests take place in the Stunt Arena. Speed Tests are in each of the six movie locations and the Stunt Arena itself.

Three types of driving games are available. First is the Precision Test. These require precise driving, reversing, and parking near and around cones, with time penalties imposed if you hit them. The second type is the Speed Test. These are three-lap races around the perimeter of each movie location. Finally, there are Stunt Tests, where you attempt to collect 10 "S" tokens within a time limit while leaping and driving through different stunt "toys."

Driving games are designed to help you perfect your driving ability. After each driving stage, providing you complete it, you can enter your high score. As you progress, attempt to beat those times until your times cannot be beaten! The following section gives hints for all the driving games.

CAR CONTROL



For the driving games, you can choose any of the cars you unlock during your career. As the screens demonstrate, some vehicles are extremely valuable in this mode, while others are next to useless. Don't try the Precision Tests with Thunderfoot. Don't attempt the Speed Tests in the Military Jeep. You'll see the cars best suited to each stunt in the following pages.

PRECISION TESTS

Five different tests comprise this mode. All five take place on the flat concrete ground inside the arena. Green and purple cones dotted around the course constitute "gates." Maneuver through or into each gate, within the time limit, to complete the test.



Move past or between green cones while your car is moving forward. Move past or between purple cones while your car is moving backward.

Green and purple ground arrows show where you should head next, and in what direction (green is forward, purple is backward). These only appear once you complete a previous gate. Weave around flagged cones of either color. Steer right of a flag pointing right.



A time penalty is imposed for each cone you hit. For a single cone, this is one second. Each cone in a group is also worth a second penalty, but they are grouped together in multiple seconds.



Yellow cones are ones you have successfully passed without hitting. If you are to park inside a group of cones, keep moving until the cones change color, then move out of the parking spot. Red cones have been hit. They turn black afterward.



NOTE

The time penalty for hitting a cone is taken off your *current time* within the level, so don't hit any cones if you want to finish! If you plow into every cone, you won't even see the last gates!



ADVANCED CAR MANEUVERS

180-DEGREE TURN (FORWARD)



If you spot a green arrow pointing in the opposite direction, spin the car around by slamming on the E-Brake (●), turning sharply, and accelerating when you turn around.

180 DEGREE TURN (FORWARD) INTO REVERSE



While traveling at speed, hit the E-Brake, spin around 180 as usual, then flip the rear view on (L2 and R2) and press ■ when you're lined up. Not far enough around? Accelerate into position before you flip the view and reverse.

90-DEGREE TURN (REVERSE)



If you're parked and need to quickly turn out, flip the rear view on and turn in fits and bursts while dabbing reverse. Then straighten up.

180-DEGREE TURN (REVERSE)



Unfortunately, you can't E-Brake while reversing (you skid at a 45-degree angle instead), so do the 180-degree reverse the same as the 90-degree reverse. Press ■, turn sharply, and let off ■ halfway through the turn. The car then turns faster and on the spot.

360-DEGREE TURN (FORWARD) "THE DOUGHNUT"



The "doughnut" is a relatively easy move used to swing completely around a cone or a group of cones close together. Let off the gas, commence an E-Brake and a severe turn, and once your speed drops below 40 mph, start accelerating again while continuously turning. Once your speed levels out at 12 mph, you'll keep turning on the spot.

CAR OF CHOICE



The Yellow Sports Car #1, awarded during Live Twice for Tomorrow is the fastest and most maneuverable, and it has excellent traction on all surfaces. We recommend this car for all your Precision Test needs!

Precision Test 1

Number of Gates: 11

Time Limit: 44 Seconds



Head through the gap between the first two cones, then head right, and weave left, right, and left again through three flagged cones. Let off the gas to avoid hitting them.



Make a sharp right, and spin 90 degrees. Flip your back view on (L2 and R2), and line up the group of purple cones. Reverse into them without touching any.



Move forward, make a tight left toward the group of green cones, and park inside them. Make sure they turn yellow.

Make a 180-degree reverse out of the cones. Use the rear view to line up the purple parking spot adjacent to the one you moved from. The purple arrows help.



Head out of the second parking spot, making another left while heading forward, and look for the green arrows. Head right of the middle cone, and do a 360-degree turn around it.



To finish, accelerate forward, turning left slightly, and brake in the "brake" icon between all four green cones.



Precision Test 2

Number of Gates: 12

Time Limit: 40 Seconds



Accelerate completely straight as fast as you can possibly go, heading through the two cones at the start, toward the green parking cones on the other side of the concrete.



Park until the cones turn yellow, then reverse out of there in a straight line and let off the gas, making strong but short right turns as you back up in a 180-degree circle, into the purple parking cones.



Once these turn yellow, accelerate forward heading right, left, and right again through three green flagged cones. Once through the third, turn left slightly, and pass the two green cones ahead.



Once through the two cones, make a 90-degree right turn, and brake. Flip the rear view on, and reverse straight back through the two purple cones.



As you back through the cones, swing left, let off the brake, and start accelerating toward the two green cones. Weave left, right, left, and right through four more sets of cones. The test ends once you pass the final two cones.

Precision Test 3

Number of Gates: 15

Time Limit: 65 Seconds



Start by reversing at full speed through the first set of purple cones. Once you pass, ease off ■ and swing left.



Face the pair of green cones and jet through them at speed. The next set of cones are purple, so just before you reach them (by the second purple arrow), E-Brake around 180 degrees, flip the view, and reverse through.

Once through the two purple cones, continue to reverse (turning left), and then floor the gas toward the set of green cones with the green arrow underneath.



Then head through the second set, make a sharp left through the cones to your left, and hang a 180-degree E-Brake right to face the opposite direction.





Head through the group's two remaining sets of cones, pass the first, steer right through the second, and then make a tight left turn.



Jet forward toward the set of green parking cones. Park inside them, but don't touch any of them. Once they turn yellow, reverse out, flip to the rear view, and start to turn left.



You now have to reverse in a 360-degree oval, following the purple arrows into the purple parking cones opposite the green ones you just parked in.

CAUTION

You cannot back out of the green cones, move forward, and then reverse into the purple parking cones. The *entire* 360-degree turn must be in reverse.

Once the purple cones turn yellow, accelerate forward, through two green cones, and make a medium right turn around the two flagged cones to the right.



Then turn sharply left, and look for another flagged cone in the distance. Pass that making a long left corner, and look for the four parking cones ahead. Stop between them to complete the test.



Precision Test 4

Number of Gates: 16

Time Limit: 60 Seconds



Accelerate, pass the parking cones to your left, then slam the E-Brake and make a 180-degree turn left, into the parking cones until they turn yellow. Immediately make a reverse 180 degree, so you're facing your original direction.



Head through the three cones on the right, then immediately doughnut left, around the other side, and back around past the two right cones again.



During the turn, you must brake sharply. Once out, head forward, steer left slightly, and zoom into the green parking cones. Reverse out after they turn yellow.

Turn right as you exit the cones, flipping to rear view, and following the purple arrows through the two purple cones. Back up as quickly as you can.



As soon after the cone reverse as you can, make a 180-degree reverse, and head back through the cones you just reversed through. Back up the second time through, too!



After a sharp 90 degree left, stop reversing, and head forward through the first set of green cones. Then turn left and head through the second set.





Make a short left turn forward, just after the second of the two cone sets, then slam the car into reverse, checking the rear view for the two purple cones behind you. Head through them.



Reverse left just after the purple cones for 90 degrees, and then rev forward through the set of two cones, turning right as you head through.

Begin to accelerate, and power through the second set after a sharp left turn. Ahead are four flagged cones. Swing right, left, right, and left past them, then come to a braking stop inside the four parking cones to complete the test.



Accelerate past the two green starting cones, heading right past the first flagged green cone. Then swing left past the second, and right past the third.



As you pass the third flagged green cone, take a left and head for the green parking cones. Slide in, stop, and reverse, turning left as you go.



Slot your car 90 degrees left, reversing, into the purple parking cones. Then accelerate forward. Head directly for the two widely spaced purple cones, and when you reach the purple ground arrow, execute a 180 E-Brake, tapping the gas if you don't fully skid around.



Now reverse directly through the two purple cones, pressing right to back up into the set of purple parking cones in the corner of the concrete arena.



Where they're yellow, zoom forward toward the green flagged cone, and start to doughnut around it counterclockwise.



Once you've completed the 360-turn around the cone, weave to the left of the second cone and try a 360-turn clockwise around it. For the third and final cone, attempt another counterclockwise 360-degree turn.



You finish the last turn facing four purple parking cones. Accelerate forward toward them, and swing around in a 180-degree E-Brake.



Your car's back end should stop between the two nearest purple cones, but outside of the parking space. Now simply reverse in (using the rear view) and stop in the middle.

SPEED TESTS

Seven different tests comprise this mode. Each takes place in a different movie location, and the seventh is a "roller coaster" style series of ramps in the center of the Stunt Arena. The object is to complete three laps of each movie location's course in the fastest times possible. Following are strategies for completing one lap of each course.

STUNTMAN

Speed Test 1—London

Number of Gates: 15

Number of Laps: 3

Excellent Lap Time: 1:05:00



Recommended Car (Overall)
Yellow Sports Car #1



Recommended Car (London Movie)
Yellow British Sedan



Shoot off the starting blocks and optionally ram the pile of tires on the left corner as you head through the mesh gate, making a braking right at the corner, heading for the tunnel.



Head into the tunnel, turning right and then left. Avoid glancing into the raised curb, as this can make you spin out. Zoom through the checkpoint ahead.



At the right turn, press the brakes and slide around the corner. In the Yellow Sports Car, E-Braking leaves you in the wall. Then make another hard right (without braking).



Hug the left wall to avoid the trash bin, and E-Brake right at the end of the alley. Then gas the car along a block, brake, and turn into the tunnel you just raced through.



Turn right, then left and out of the tunnel. Miss both the signposts. Make a shallow right turn and aim through the mesh fence and past the checkpoint.



Slow down, weave left and then right, and then floor it through the open warehouse. Brake and turn left at the end—but not too early or you'll hit the left corner.



Floor the accelerator and shift it down the long straight near the pier, all the way to the left corner and checkpoint at the end. Brake as you turn sharply left.



Once around the corner, make another left, this one with E-Brake if you need it, and head down a wide alley and through a crane, until the green arrows show a right turn.

Brake and turn right, then floor it, then ease off as you make a swift right between the two cabins and through another checkpoint. Shift right, and take the next left carefully. Keep left so you don't get snarled up in an orange container.



Pass the containers, through the crane (don't scrape it!), and try E-Braking left around the next corner. The alley gradually gets narrower the farther you go, so keep left.





At the end of this alley, brake and make a hard left. E-Braking slides you into the train overpass to the right. Then floor it and head through the checkpoint. Two laps to go!

Speed Test 2—Louisiana

Number of Gates: 8

Number of Laps: 1

Excellent Lap Time: 2:10:00



Recommended Car (Overall)
Yellow Sports Car #1



Recommended Car (Louisiana Movie)
Heinous's Hotrod

Once the lap begins, move to the right, and take a sharp left turn. Aim just right of the left fence corner. Ease off the gas as you turn.



Floor the gas, passing over the bush (these don't affect your car's performance), and making a medium left turn down the trail. Ease off the gas, and optionally tap the brake.



At the end of the straightaway is a shallow long right turn through the first checkpoint. Skid around the corner without slowing.



Take the long left without slowing, then go straight before a medium left turn through a checkpoint. Press only the gas pedal!



The road straightens out, and then loops around right to another checkpoint. Pass the open fence, turn the corner, and hit the checkpoint at speed.

TIP

Ride through the open fence, up the hillock, and over to a second space in the fencing to save a couple seconds. Watch the jagged piece of forest on your right and the steep exit incline!

Follow the trail as it turns slowly left, and gun down this long curved stretch to the medium right corner, which can be taken without braking.



Follow the trail left again, hugging the left side of the grass, and pass another checkpoint on your way to a sharper right.



Tap the brakes as you take the corner. Don't overcompensate for the skid as you run onto tarmac, which offers better traction.

STUNTMAN

Driving Games

Stay on the tarmac, and zoom down the road as it turns right, then pass the road works on the right side of the road. Don't jump the road works during the race!



After the road works, the track bends left, so keep on the accelerator to keep your speed constant before gunning through a sharp right turn. Take the corner by skimming past the right corner fencing for a great racing line.



Continue down the track, keeping left as the road bends left, and right as it turns right. Ease off the gas but don't brake, then fly down the straight area.



This ends in a tight 180-degree turn. Apply the brakes lightly, and don't spin. As you right yourself, accelerate up the road as it bends right.



Continue accelerating through the woods, keeping on the track's right side. Brake only when you hit the final rise and see the covered bridge entrance.



Brake and then turn sharply left into the covered bridge, and keep left. As you exit, turn right sharply, but miss the jutting fence corner on the right. Then fly through another checkpoint.



The road bends left, then straightens out as you head for the large barn in the distance. Pass left of the barn and left of the tree before braking sharply and turning right. Continue down the slightly left-bending stretch to the final checkpoint.

Speed Test 3—Bangkok

Number of Gates: 9

Number of Laps: 3

Excellent Lap Time: 0:44:00



Recommended Car (Overall)
Yellow Sports Car #1



Recommended Car (Bangkok Movie)
White Import Sedan #2

You can really tear through the Bangkok streets. There's no need to brake. Ever. Use only E-Braking. Gun the gas as you start.



Stay right as you approach the tight left corner, and then weave left, almost skimming the left corner, looking for the road continuation almost instantly to the right.



Swerve sharply right as the race track continues in a zigzag. Let off the gas and create an "S" shape through the chicane.



Fly down the medium left road area, ignoring the left part with the many lampposts. Almost skim the right wall as you make a shallow right around the corner.



You may wish to E-Brake as the corner continues. Don't swerve too close to the left or you'll strike a pole. Pass inches away from the post on the inside right corner.



At the checkpoint, move left, onto the sidewalk between the two posts, and then accelerate down the road, passing the railing corner on the left and the building corner on the right.



Make a screeching E-Brake 90-degree right, keeping your thumb on the accelerator, and counter-steering to stop control loss. Don't oversteer though.



Floor it all the way down the long stretch of roadway, picking up tremendous speed. Make a left E-Brake over the small humped bridge.



Pass the next checkpoint, and make a hard E-Brake right. Once you've straightened out, head around the sharp right, staying on the road's right.



As the road turns back left, move to the left side, near but not on, the pavement. Zoom down another couple of blocks, and make a screeching hard E-Brake right.



Head over another small humped bridge, down three blocks of unobstructed road, and then make a final sharp right back and finish a lap—all in under 45 seconds if you can! Don't take the last corner too wide or you'll hit a pole on the left sidewalk.



Speed Test 4—Switzerland

Number of Gates: 9

Number of Laps: 3

Excellent Lap Time: 0:31:00



Recommended Car (Overall and Switzerland Movie)
Snowmobile

If you're going to get serious on this small but slippery course, choose the Snowmobile. Its caterpillar tread and skis make it the only vehicle with enough traction.



Accelerate down the icy lake path, until you spot the entrance to the hut nearing you. Hug and turn into the left snow bank.



STUNTMAN

Driving Games

The turn is relatively sharp, so continue to slide around until you spot the checkpoint ahead, and aim squarely for the right yellow marker. Don't slow down as you reach it.



Slide to the right, between the two sets of barriers, and continue down the icy track. If you think of simply zooming over the moguls and forgetting the course, the checkpoints don't appear, so stick to the ice!



Make a sharp left, as close to the left snowy bank as possible, and then race forward to the next checkpoint, zooming through the middle.



Make an immediate right, near the right snow bank, and then move to the edge of the left snowbank on the route corner. E-Brake around this turn, but don't over-rev or you'll spin out of control.



Finally, head forward, moving left slightly, and line up the path between the two snow banks and past the initial checkpoint. Complete this, and another two laps like this within 1:40, and consider yourself a master rider!



Speed Test 5—Egypt

Number of Gates: 12

Number of Laps: 3

Excellent Lap Time: 0:49:00



Recommended Car (Overall)
Yellow Sports Car #1



Recommended Car (Egypt Movie)
Motorbike and Sidecar

The Yellow Sports Car still completes laps faster than any other vehicle, despite the tall curbs. Start by accelerating.



Steer right just before you spot the steps to the left so you can hit the left steps head on, flying up the ramp and through the air for a short time, and landing on the road above. Watch for the railing!



Follow the road diagonally right, up the slope, keeping as far right as you can. Pass the checkpoint as far to the left as you can without hitting the left corner of the wall as you make a slight left turn.



Follow the narrow alley to the sharp left. Stay in the middle of the street—the curbs can cause a sudden stop.



Swerve left with a partial E-Brake, and stay on the road's left, riding the sandy slope down. If you turn too suddenly, you may slide off or hit the steps, and this can jam you.





Turn left sharply, keeping to the left side of the corner, and then make an E-Brake turn to the right almost immediately. Don't hit the far curb as you turn.



Jet to the bottom of the narrow alleyway, and E-Brake right. Make sure your car's right wheel avoids the right curb.



After a slight right turn, pass the checkpoint, and spot the desert ahead of you. Make a tight 180-degree left E-Brake turn, swerving around and missing the curb.



Now follow the row of houses on the left, keeping left and ignoring the stone wall on the right. Do not mount the curb.



Head close to the two left curb corners and through the tight diagonal road opening. At the second corner, start to turn left. Touch the left curb with a tire to swerve left without steering.



Regain control, dodge the jutting building, and zoom down the long wide straight toward another checkpoint. Stay right of the number counting down.



Pass directly through the checkpoint, fly down the steps toward the pier, and then make a sharp 180-degree E-Brake to the left, around the barricade. Your car grips well here, so be precise and tight with your turn.



If you're traveling fast enough, you should have enough inertia to swerve left, around a fenced corner, and then right again to straighten up, and zip over the last checkpoint. Just two more laps to go!

Speed Test 6—Monaco

Number of Gates: 12

Number of Laps: 3

Excellent Lap Time: 0:47:00



Recommended Car (Overall and Monaco Movie)
Yellow Sports Car #1

Although you should have access to two more amazingly fast rides (the other yellow and the blue sports cars), this particular model is by far the fastest, and features great grip. Zoom off the starting grid!



As the road bends right, continue to accelerate until you reach the bend, and then ease off the gas. No need to brake; line up the car so it points straight at the checkpoint.



Stay on the road, as the sidewalks are full of posts. Floor the accelerator, and pass through the checkpoint, before looking for a lamppost on the right.



STUNTMAN

Driving Games

Tap the E-Brake for about half a second and wrench the steering wheel to the right, making an insanely fast 180-degree turn around a concrete flower holder. Accelerate constantly, and counter-steer to avoid crashing!



Floor the gas, and shoot around the first left corner, following the lower road around the bay. Get as close to the left side as you can, and cut the corner on the sidewalk. At the left lamppost before the road turns left, set your car up for a diagonal run, almost hitting the left lamppost.



Then almost hit the right corner of the protruding wall, and zip straight through another checkpoint. Move to the left side of the road as you pass it.



Hug the right wall and make the corner as the road continues. Don't ease off the gas. Then hop onto the pavement as you turn left, but watch the railing on the left as the road straighten out!



Follow the road around as it curls left, keeping your speed up, and at the corner, slow down, moving to the left side of the road. Don't head along the right; the flower pots will stop you.



Brake at the sharp right corner, then pile on the acceleration as you turn and spot the checkpoint, speeding through the right yellow line and up the ramp.



As you emerge onto the main road and circle for the second lap, stay close to the right sidewalk, but don't head onto the pavement or you'll strike a light. Accelerate to dizzying speeds and cross the checkpoint to begin your second lap.

Speed Test 7—Stunt Arena

Number of Gates: 21

Number of Laps: 3

Excellent Lap Time: 0:42:00



Recommended Car (Overall)
Luxury Blue Sports Car



Recommended Car (Stunt Events)
Stunt Car #1

The choice of cars in this rough-and-tumble arena may be an odd one, but the Blue Sports Car has a great center of gravity, meaning the nose won't tip forward in the air—this car always lands on its tires.



Accelerate and make a hard right. Don't follow the exterior cone line, just cut the first corner and go onto the ramp. Once on the ramp, floor the accelerator. Make sure your car is pointing forward as soon after you hit the ramp as possible.



Head up the first bump in the ramp, through the checkpoint, and up the second and off the jump, all the while accelerating and keeping the car straight.



You'll fly off the ramp, sail through the air, and land on the platform ahead of you. If you're slightly to one side, steer lightly to regain control, and head down the ramp straight ahead. Hit the gas around one second after you land.



CAUTION

Turn with light flicks. If you wrench the wheel, or hit the previous ramp at an angle, you'll flip.



Continue to hit the gas, and pass another checkpoint. The ramp undulates again, ending in a steep off-ramp and a curve of cones to the right. Drop off the ramp and E-Brake to the right of the cones.

TIP

On the final undulation of the first ramp, turn right suddenly while E-Braking, slide off the ramp, fly through the air diagonally, and land closer to the other ramp. This saves time, but is difficult to execute without flipping the car.

Head up onto the second ramp, trying not to think of the loop, and line up the car. There is less time here for a good angle, and you'll be traveling fast. Pass the checkpoint.



Around the time the checkpoint is cleared, hit **SELECT** to bring up first-person view for the loop, and steer up and around it. A checkpoint at the top of the loop stops you leaping the gap at the bottom.



Once around the loop, switch back to your regular viewpoint, and straighten up as you dip along another ramp. Pass the checkpoint.



Now accelerate and keep straight over one last jump that lands you on a checkpoint near the base of the ramp. Gas your car—there's no need to brake or E-Brake yet.



Start E-Braking and accelerating as you drop from the ramp onto the ground, skid diagonally through the starting checkpoint, and repeat the white knuckle ride! Note, if you're using slower cars, you can't cut the coned corners or you won't have enough speed for the jumps.

STUNT TESTS

Three different stunt tests take place in the center of the Stunt Arena. The object is to collect 10 "S" tokens within the time limits and without wrecking your car, while recording your best times. You'll have fun working on different routes through the three levels. The following shows one path to collect all 10 tokens in each of the levels, but this isn't the only way to collect them all. As you'd expect, the recommended car here is the Yellow Sports Car, due to its speed and handling.

Stunt Test 1

Time Limit: 60 Seconds



Using the route provided here, you can complete this stunt course with at least 20 seconds left on the clock, once you perfect moving through all the obstacles. Start by accelerating.



Head up and over the small ramp, collecting your first token. As you land, swerve immediately to your left. The other floating token cannot be taken yet.

STUNTMAN

Driving Games



Dab the brakes, turn left 90 degrees, and spot a ring of barrels ahead. Race toward them, and spin 180 degrees with an E-Brake, slamming the barrels and hitting the "S" with your right rear side as you skid around.

Two down, eight to go! Now facing the other direction, look for the fire barriers smoking in the distance and slightly to the left. Accelerate and aim between the barriers.



As you near, keep the car straight, don't scrape or hit either of the side barriers, but smash the two smoking pieces of fencing, snagging the token in the middle.



As you emerge, take your thumb off the gas, swerve right, and immediately left, between the gap in the ring of concrete barriers ahead.



Once inside the circle, take the token, and reverse out the way you came, as the back wheels emerge, swing the car left in a 180-degree reverse.



This points you toward four small ramps near the long concrete building. Race over the long ramp on the left, taking care not to run over it too far to the left.



Turn right as you approach the four mini ramps to line yourself up after going over the planks leading to the big ramp. Ease off the gas as you launch diagonally at the building, taking the token floating above the ramps.

CAUTION



Don't accelerate while ramping into the air, as a full-power jump can send you into a long jump that ends with a crash into the building. Turn right as you leave the ground to line up the next token.

Hug the side of the building and continue straight. Approach a shallow striped ramp. Keeping the racing line straight, head up the middle of the ramp and through another token at the top.



Don't hit this ramp at too high a speed. Once you land, you have to make a sharp and precise right (brakes can be used here) to get off this structure via the short right-angle ramp. Take the token as you descend.



Back on the ground, accelerate forward toward the three shallow ramps ahead and slightly right. In the middle and far end of this ramp is another token.



Enter the ramp from the left side, execute a 180-degree E-Brake through the token, spinning completely around, and then drop off the ramp via the left side. Gain extra time by dropping halfway down.



Make a sharp left, lining yourself up with the long ramp jump in the middle of the arena. After a 90 degree left turn, you hit the start of the ramp.



As long as you're straight, you'll fly off the ramp and over the landing ramp opposite, grabbing the token you couldn't reach at the start of the stunt.



Align yourself with the vertical ramp, accelerate up it to finish, and hit the token suspended in the air above it. Now check your time!

Stunt Test 2

Time Limit: 60 Seconds

Using the route provided here, you can complete this course with at least fourteen seconds left on the clock, once you perfect moving through all the obstacles. Start by accelerating and turning left.

Hit the two small miniramps, zip onto and over the large ramp, catching the first token in the air. Ease off the gas as you climb the large ramp.



Once you have the token, land the car on the opposite ramp, head down onto the ground, and steer left toward a single ramp on the arena's left side.



Head up this ramp, and secure the second token from the small platform at the top, braking so you stay on the platform. Then, reverse quickly back down the ramp.



Swing left around 100 degrees as you descend off this ramp, turning around until you see the two fire rings ahead. Take the token between them.



Accelerate, pass between the two fire hoops and grab the token, and then turn right immediately. At once, swing the car around to the left, onto the end of a shallow ramp.



Don't turn too early or you'll hit the ramp rather than move onto it. Once on this middle ramp, point your car off the end and grab the token as you jump.

Tapping the accelerator works best here. The final ramp is slightly right of the one you came from, and this too has a token. Once you've taken it, drop off the ramp to the right.

Aim for the ramp on the right, next to the building. Head up onto it, over the brow of the ramp (not too fast!), and drop onto a token on the other side, just behind a concrete barrier in the arena corner.



Don't overshoot and start making tracks in the grass. Make a sharp 90-degree left onto the perpendicular ramp, and move left off it just past the concrete barrier.



Aim for four ramps ahead and to the left. Make a 180-degree E-Brake turn at the top of the ramp, taking the token in mid-spin, and then head back down.



Drive left, toward the humped ramp bridge on your left, and then swing the car around to the right 100 degrees until you're lined up with the ramp leading to the fire rings.



Accelerate toward the rings, hitting the ramp at speed. But don't go too fast or you'll miss the second token.



Fly through both fire rings, taking both tokens.



There's one more token. As you land, turn and head for the two sets of vertical ramps. Aim for the left ramp because it is farther forward than the right.



Hit the left ramp between the right and middle portions and accelerate, turning right off the top right corner as you head skyward.



Stunt Test 3

Time Limit: 85 Seconds

If your racing line is correct, and your speed is high, you'll fly to the right and catch the final token. If you take the right vertical ramp, the token will be farther forward, and you'll miss it.



Using the route provided here, you can complete this stunt course with at least eight seconds left on the clock, once you perfect moving through all the obstacles. Start by accelerating and turning left.



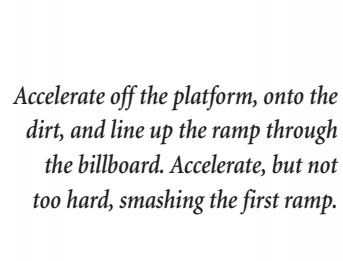
Accelerate up the ramp with the loop bisecting it, and leap the gap, catching your first token. Ignore the one atop the loop. Don't slow down or you'll miss the jump.



As you land on the descending ramp, turn left off it, and head for the ramped platform ahead of you. Swing the car 90 degrees around and up the sloping ramp.



At the top of the ramp, make an E-Brake through the second token. Turn 90 degrees right and line up with the billboard ramp on the lower ground, slightly right.



Accelerate off the platform, onto the dirt, and line up the ramp through the billboard. Accelerate, but not too hard, smashing the first ramp.



As you land, line yourself up for the second ramp, smash through that, and do the same for the third ramp. Collect a token from each.



As you land from the third ramp, steer left and aim at the 180-degree loop ahead. Head onto the ramp, switch to first-person view (SELECT), and steer in the middle of the ramp.



Once your car is upside down, you fall from this loop, through a token and onto the ground. If you didn't accelerate, you may miss this token. Your car will start to flip!

After the car has come to rest (ideally at the base of the three big loops—point your car slightly right as you drop from the 180 loop), stay in first-person view.



Turn and find the entrance to the small single 360 loop, to the right of the smashed billboard jumps. Hit the ramp and loop the loop, collecting that token while upside down—this is the token you jumped under earlier.



Once off the loop, make an immediate right, around the ramp you used at the start. Head right, around it and left of the billboard ramp.



Aim for the center entrance to the triple 360 loops. Once on it, switch to first-person view, and accelerate around the first loop, then around the second, and collect the token.



Keep going around the third loop, and then out of the opposite exit, gunning the gas as you pass scaffolding and the building on your left. Make a sharp 180 E-Brake left.



Move the car onto the undulating ramp next to the long building, and floor the gas. Hit a hump, stay on the gas, and launch off the ramp, through the ninth token.



Steer right, off the ramp, flying through the token and landing on the long building's roof. This requires practice to manage without skidding off the roof.



Keep the steering light and tight, and don't accelerate until your car has landed. Then gas hard, directly at the final token on the edge of the building. Don't brake—you can fly off the building as you've finished the test.



STUNTMAN

Stunt Secrets

Warning! The following information has been deemed restricted by the Stuntman School of North America! Read on at your own risk!

CAREER SECRETS—BRING ON THE CANNON! Stunt Spectaculars!



Complete Toothless in Wapping to reveal Cannon Jump, an attempt to blast through fire, into a cannon, and smash into a stack of cars!



Complete A Whoopin' and a Hollerin' to reveal Car Dominoes, a plan to smash vertically standing cars, with an explosive billboard leap to finish!



Complete Blood Oath, and you join Lucky O'Sullivan's Irish Hell Drivers and attempt close proximity maneuvering with a fire ring and jump at the end!



Complete Conspiracy, and you drive a massive Thunderfoot truck around three arena laps, crushing cars as you drive and looking for the fastest time you can!



Complete The Scarab of Lost Souls, and you have the chance at a 460-foot, nitro-charged super jump over 36 buses! This takes extreme skill and judgment!



Once you complete an entire movie, you can watch the movie trailer of it, prior to a Daredevil Stunt Show. This splices pre-recorded action the Director has already filmed, and your crazy stunt attempts! These examples (above) show action from Live Twice for Tomorrow.

NOTE

All the toys, and the vehicles unlocked during Career mode, are detailed in the "Inventory" section. Once you complete an entire movie, you can watch the movie trailer of it, prior to a Daredevil Stunt Show. This splices pre-recorded action the Director has already filmed, and your crazy stunt attempts! These examples (above) show action from *Live Twice for Tomorrow*.



TRAINING MODE SECRETS

The Training section shows you how to unlock each mode—Precision Tests open as you complete them, Speed Tests open after you complete the appropriate movie, and Stunt

Tests open after completing Career mode.

UNLOCKING EVERYTHING!

Stuntman has four cheat codes. Input them in the New Game menu as your Driver's name. These codes are case-sensitive.



All Toys

Enter "MeEf" for all the Stunt Constructor toys you can place!



All Trailers

Enter "Fella" for every movie Trailer in the game!



All Cars

Enter "ChUmP" for all the cars. Use them in Stunt Constructor or Training Game modes.



Everything!

Enter "MUssON" to unlock all the Trailers, cars, and toys in the entire game, but only when you think you've earned it!